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# 3DO<sup>TM</sup>

not an official 3DO publication

Feb/Mar 1996 issue 8 £5.99 with Coverdisc

# Magazine



Features One Platform Mission & One Space Combat Mission!

## 3DO<sup>TM</sup>

Magazine

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## PHOENIX 3

For 3DO Systems Only

*Reviewed Inside:* Doom,  
Shock Wave 2, DeathKeep,  
Foes Of Ali, Maps Of Death  
& Alone In The Dark 2  
**NEW M2 SCREENSHOTS**

Inside: Part One of our comprehensive **SPACE HULK** Play Guide

Your Cover CD should be here. If it isn't, see your newsagent

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## The Ultimate

In the icy centre  
in the wreckage  
except perhaps  
powerful bio-m  
members, Ari  
Thrill in the  
and 3

# STRIKER



3DO

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Rage  
Systems

Panasonic



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The mayhem begins with a gruesome massacre at a major Los Angeles hospital by the hospital director who's gone berserk, or has he? As the star of the movie, you play Laura, the director's daughter who must find out what has caused your father's sudden loss of sanity and prevent further disaster. You enter only to find that the hospital has eerily transmuted into an ancient castle... what awaits you next.

- Probe the secrets of a hospital from hell
- Remove the ring from the rotting hand
- Survive the cushion of nails and other gruesome situations
- This interactive movie adventure takes full advantage of the 3DO system's powerful graphic capabilities.

# nture Horror

## Interactive Science Fiction Adventure

of a war torn galaxy, a single scavenger craft hurls toward an alien sun. Snagged of another ship, no one can alter the craft's course. No one can save its crew, you. As Casey, you straddle the line between man and machine, your brain cradled in a mechanical probe. Relying on your wits and strange new form, you and your fellow crew (Tia Carrere) and Zack (Christian Bocher), scramble to avoid becoming the next solar flare. challenge of this 4 CD, sci-fi adventure, with over two hours of live action video levels of difficulty.

W  
A  
R  
P



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- An original movie score and realistic sound effects enhance the cinematic experience.

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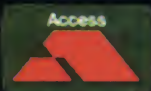
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COVER ARTWORK  
© 1995 Studio 3DO

PRINTED IN UK BY  
Duncan Webb Offset Ltd.

DISTRIBUTOR  
seymour int. press,  
windsor house, 1270 london road  
norbury, london  
sw16 4dh  
£ 0181 6791899

ISSN: 1355 9621

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# 3DO Magazine

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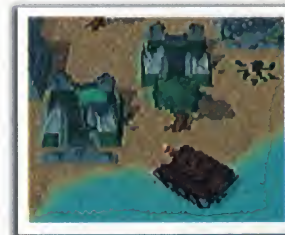
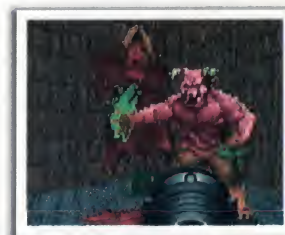
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Because we all need something to look forward to...



# \$100 Million Bargain



Mr Tachibana – Director of Interactive Media Division at Matsushita

## Gallup Top Ten

**October**

- 1: **PO'ed**  
Studio 3DO
- 2: **StarFighter**  
Studio 3DO
- 3: **Alone In The Dark 2**  
Infogrames
- 4: **Multi Game Sampler 4**  
Studio 3DO
- 5: **Killing Time**  
Studio 3DO
- 6: **Theme Park**  
Bullfrog
- 7: **Multi Game Sampler 3**  
Studio 3DO
- 8: **FIFA International Soccer**  
Electronic Arts
- 9: **Wing Commander III**  
Electronic Arts
- 10: **Slayer**  
Mindscape



PO'ed from Studio 3DO, in the top slot. For tips, tactics and bug updates, check out

<http://www.anychannel.com/poed/poed.html>

In Japan, Matsushita's \$100 million deal over M2 is slowly beginning to take on more detail. A recent electronics show had Matsushita running new M2 demos on a videowall under its Panasonic brand-name. A 3D dolphin game was quite advanced with a full complement of onscreen data for scoring, health, etc. despite not previously featuring on any one's M2 guess-list. Also new was a game from Genki, an established Japanese software house, which while untitled boasted some extraordinarily atmospheric imagery.

Panasonic's PR campaign also included a fascinating interview by Mr Tachibana, Matsushita's Director of Interactive Media, with Japan's 3DO Magazine. Also featured in the interview session was Mr Iino, president of Warp – the company behind *D* and *Trip'D*.

Asked whether he regarded M2's \$100 million pricetag as rather high, Mr Tachibana argued the reverse: "M2 is designed by a group of talented people from IBM, Apple and Motorola and it's not something that Japan can imitate. Of course, if there's plenty of time, Matsushita could do it but the product would be ready in three years time and cost us for R&D accordingly. So we came to the conclusion that \$100 million isn't expensive if we could buy that time and the technology. Because of M2's polygon display performance and the built-in MPEG, games will take a leading part but we also expect that it will develop into different fields in the interactive media other than games. I think it will be the media which centres around games and evolves from there.

"In other words, today we play music CDs on a CD player and videos on VCR. The distinction is quite standard, but when MPEG2 becomes an option for M2 and it also plays DVD in the future, it will play both of them. [Both music CDs and MPEG2-based DVD movies.] If those can be played on a single machine

called M2, I think there will be no borderline between games and movies from the developers' point of view."

Mr Iino agreed, claiming the first 3DO machine had been clearly positioned as a multimedia machine, which was shown by the age profile and ratio of males and females among consumers.

## ACCELERATION

On the Internet, one of the fiercest subjects of debate is exactly how the change from 3DO I to M2 and DVD will be managed. Some people argue it would be cheaper to forget the 3DO I upgrade, known as the Accelerator, and simply



offer complete M2 units at discounted prices to owners of the original machine. Sega's negotiations with 3DO/Matsushita are also known to have involved eliminating backward compatibility from M2.

Mr Tachibana was insistent the upgrade would be produced: "Of course we are developing it along with M2. Frankly speaking, it is harder to create the Accelerator than the stand-alone in terms of technology and costs because M2 is not simply another version up from 3DO. M2 is a machine with a completely new design. However,

we are preparing to launch the Accelerator because those who initially purchased 3DO are most valuable customers to us and also because of Matsushita's management ideology. We would like those important customers to enjoy M2, which is our new achievement, at a less expensive price [than the standalone]."

Mr Iino was fulsome in his praise for M2's technology. "In terms of the number of polygons, I think with something like M2, it will come to a level where there's no need to increase the number of polygons." Mr Iino pointed out that on Silicon Graphics machines, software allowed for a reduction in the number of polygons in a scene from 50,000 to 10,000 without that much of a difference in the final look. Few people are better equipped to discuss this than Warp, whose pre-rendered adventure *D* and M2-bound *D2* are at the cutting edge of polygon technology. If Warp are happy M2 can handle enough polygons in real-time for them, then it's clearly something very special.

## TALK TO ME

One of the features most missed with 3DO I is its lack of communications facilities, either modem or serial link. Mr Iino argued that one of the most crucial features about M2 would be its comms features, more even than its polygon handling – the comms factor would decide whether M2 was a truly 'epoch-making' machine. "We come up with an unlimited



ed number of ideas when we are producing a game, but it would require years and years to complete the AI." The problem was becoming ever worse as games became bigger and more natural looking. Using a comms system, other players wouldn't have to be simulated using artificial intelligence, but could be represented by real people playing over a modem.

Mr Iino enthused about the potential for a whole new genre of games, such as a football sim which could involve 22 people each controlling a different player. While Mr Tachibana declined to get into details, he insisted, "You can count on us about that one. M2 will have satisfactory communications functions."

After that the interview moved into future speculation, such as rewritable CDs, during which Mr Tachibana admitted to dreaming of a system which would allow you to input your own graphics – such as having a character with your own face! While such a system is obviously a while away, Mr Tachibana concluded many other ideas, such as a built-in clock so a game could wish you 'Happy Xmas', would be designed into M2. "We would really appreciate your opinions and ideas like this in the future too. We would like to adopt all your input as much as possible and make M2 the best hardware, better yet a main platform for all the software."



## Captain Quazar Nabbed

**C**yclone Studios, home of 3DO mega-hits *Captain Quazar* and *BattleSport*, has been bought up by The 3DO Company in one of its first moves since the \$100 million M2 deal with Matsushita. After originally shying away from software publishing, 3DO has become progressively more active with many of this Xmas's biggest 3DO hits produced by Studio 3DO, using a mixture of inhouse talent and outside developers such as Gray Matter and Cyclone Studios.

"In the past year, we have been bringing together the industry's most creative talent to make Studio 3DO the world's premier entertainment software provider," said Bob Lindsey, General Manager of Studio 3DO. "Cyclone Studios has demonstrated its ability to exploit the advanced 3D performance capabilities of 3DO technology in devel-

oping exceptional entertainment titles. We expect them to continue to expand their focus and operations as part of the Studio to deliver blockbuster titles for core gamers."

Ironically, Cyclone was originally established by an ex-3DO employee,

Helmut Kobler, who left the company in

1993 to pursue his dream of the cute, cartoony blast-'em-up which eventually turned into *Captain Quazar*. The blisteringly fast *BattleSport*

was started as a 3D demo before Studio 3DO picked it up as a lead title for this Xmas. Although both games have suffered last-minute delays, *Captain Quazar* slipping into '96 for the UK market, they're widely regarded as being among Studio 3DO's most impressive releases. Although Cyclone has always been very closely connected to 3DO, and is already working on M2

titles, there was concern they might be snapped up by a rival – particularly considering the massive demand for hot developers currently. The new deal cements their relationship with 3DO and underlines 3DO's reliance on their own games for revenue.



## 3DO Game Awards

The 3DO Company ended '95 with a plethora of awards voted for by industry professionals and hard core gamers. As in '94, the awards highlight games which combine excellent gameplay with best use of the 3DO system's power. All games released between December '94 and December '95 qualified for consideration. "The 3DO Awards recognize the outstanding work done each year by our third-party and in-house developers to produce fantastic products for the platform," said Trip Hawkins, CEO of The 3DO Company. "Award voters had their work cut out for them with all the hot games that shipped for the 3DO platform in the past year."

**Fighting Game of the Year**  
*Primal Rage*, LG Software/TWI  
**Sports Game of the Year**  
*Slam 'N Jam '95*, Crystal Dynamics  
**Strategy/Puzzle Game of the Year**  
*Space Hulk: Vengeance of the Blood Angels*, Electronic Arts  
**Edutainment Title of the Year**  
*Station Invasion*, Studio 3DO  
**Simulation of the Year**  
*Need for Speed*, Electronic Arts  
**Best 3D Game of the Year**  
*Star Fighter*, Studio 3DO  
**Two-Player Game of the Year**  
*Return Fire*, Prolific Publishing  
**Interactive Movie of the Year**  
*Wing Commander III*, Origin Systems  
**Adventure Game of the Year**  
*Killing Time*, Studio 3DO  
**Action Game of the Year**  
*Gex*, Crystal Dynamics

The most prestigious award of all, however, was selected by a poll of visitors of 3DO's World Wide Web site. Cue roll of drums and trumpet fanfare;

**3DO Game of the Year**  
*Need for Speed*, Electronic Arts  
And the runners-up are:  
2. *Wing Commander III*, Origin  
3. *Killing Time*, Studio 3DO  
4. *Gex*, Crystal Dynamics  
5. *Space Hulk*, Electronic Arts  
6. *Slam 'N Jam '95*, Crystal Dynamics  
7. *Return Fire*, Prolific Publishing  
8. *PO'ed*, Any Channel  
9. *BladeForce*, Studio 3DO

The 3DO Company also announced a list of gold and platinum products for the platform. Gold titles are those with more than 100,000 units manufactured, while platinum titles have more than 250,000 units manufactured.

### Gold Titles

*Crash 'N Burn*, Crystal Dynamics  
*Road Rash*, Electronic Arts  
*Need for Speed*, Electronic Arts  
*Shock Wave*, Electronic Arts  
*Super Street Fighter II Turbo*, Panasonic Software Company  
*Total Eclipse*, Crystal Dynamics  
*True Golf Classics: Pebble Beach Golf Links*, Panasonic Software Company.

### Platinum Titles

*FIFA Soccer*, Electronic Arts  
*Gex*, Crystal Dynamics

3DO Magazine readers can look forward to our very own awards with a voting form in our next issue!

continued over >

The Sumner brothers, Kelly and Kieron, have set-up a joint publishing arrangement for 3DO.

Gametek Europe (headed by Kelly) will now handle sales, distribution and marketing for 3DO games acquired by GoldStar Europe (headed by Kieron). The games so far include *Primal Rage*, *Defcon 5*, *BC Racers*, *Fire Wolves* and *Fire Wall*. Expect reviews of all but the last two games next issue, we only just got *BC Racers* as we were going to press and our advice is definitely wait for the review on this misbegotten project!

Atari's US headquarters has sacked a whole slew of personnel. The Jaguar hardware and inhouse software development departments have been decimated, leading to rumours that Jaguar II will never appear with the company's long-term strategy shifting away from the risky hardware market and toward becoming a PC software publisher. The Jaguar's much hyped 'killer app', *Tempest 2000* is already available on PC and one of the few attractive new Jaguar games - *Attack Of The Mutant Penguins* - is soon to follow.

Sega Europe's increasingly desperate battle to support the Saturn has led to the cancellation of two new hardware projects. The Mega Drive-based handheld, *Nomad*, has been released in the States but a European version has been axed. The Neptune, by contrast, is unlikely to be released anywhere. This integrated Mega Drive/32X console was due to be launched in the autumn for £199. Sega Europe's Marketing Director, Barry Jafrato, admitted "The Neptune is a dead project now." As Sega had previously described 32X as their mainstream next generation machine, they haven't abandoned all support for the 32X itself yet, but its future doesn't look good.

Lightgun twirling coin-op fiends *American Laser Games* have unexpectedly withdrawn from the market. "This is a significant and painful change," said Robert Grebe, President of ALG. "We enjoyed many years of success and prosperity in the arcade business, but the arcade market has been in a downward spiral since March, 1994, and there's no end in sight. We are now directing all of our efforts into creating CD-ROM software for the robust home entertainment market in PCs and game platforms." Nine people have already been laid off, but ALG will maintain its arcade presence through licensing software. *Orbata*, a virtual reality 3D game apparently based on 3DO hardware, is to be released by Kaiser Electro-Optics. ALG actually started out as a manufacturer of live-action video firearms training systems for the police and military - a rather worrying thought for anyone who's played *Crime Patrol*! For the future, ALG have an 'exciting new 3D graphics engine' almost complete which is almost certainly based around M2, for which the company has two games in development.

# Phoenix 3 Demo Instructions

**A**fter delivering a knock out blow to rival beat-'em-ups with *Foes Of Ali*, developers Gray Matter have also resurrected the multi-game mega-game with this sci-fi spectacular. The title refers not to two obscure prequels, but a tripartite structure with an ongoing FMV storyline, a platforming blast-'em-up and a space-based combat sim. Gray Matter's amazing demo gives snippets of all three elements. After a scene-setting FMV intro (shortened from the full game), you jump into the platforming action on Galearth. Normally there'd be three sections to the level, but you've got just one and a three minute time limit - but it is possible to complete the section before it runs out!



**T**he 3DO system is to finally get its first cheat utility thanks to Studio 3DO. Due on sale any day now, the *Game Guru* is an amazing compendium of cheat utilities, gamebusting codes and (at last!) a NVRAM compression tool. The CD includes cheats such as level skips, unlimited lives and power-ups for over 30 games, including *BladeForce*, *Space Hulk* and *Wing III*. As the 3DO's security system resets the machine when a disc is ejected, the cheats all work through the NVRAM.

The *Guru* is the brainchild of Mark Rearick who got the idea last June, while developing a hex editor for a game's NVRAM save system. Since then the system has grown into a formidable utility



Unlike the finished game, if you fail to complete the level the demo automatically takes you to the next part. Another FMV sequence prepares you for a space combat scene. You must destroy as many alien spaceships as possible, before another three minute time limit runs out. In the finished game, success here allows you to pick your next destination in a quest to assemble a task force to beat off alien invaders!

• **Phoenix 3** is available now from Studio 3DO for £44.99.

## PLATFORMER SECTION

Jump: A  
Fire Weapon: B  
Throw Grenade: C  
Change Weapon: Right Shift

## SPACE COMBAT SECTION

Fire Weapon: B  
Change Weapon: C  
Increase Speed: Right Shift  
Decrease Speed: Left Shift  
Match Enemy Speed: Left & Right Shift



**NB:** Pause, tactical map (Space Section) and custom key options are disabled in this demo. To obtain extra weapons in the Space Section, collect blue Technology pods from the debris of enemy spaceships.

# Gamebusting

which allows players to examine conventional save games and create their own codes. All of the cheats on the disc were created using the *Guru*. "In many cases, the codes which *Game Guru* makes allows you to do things that even the game designers did not intend," claims Rearick. "One example of this would be *Road Rash*, which normally only has five levels; with *Game Guru*, you can race on a sixth level where the opponent bikes are disabled. It's just a hack, but it's cool... I'm sure you'll see more codes similar to this one in the future."

The *Guru* also includes comprehensive options for compressing save games (by up to 30:1), renaming and even copying them. A typical Gex save is 1,400 bytes which, when compressed, is a mere 30 bytes. Compressed files can't be read back by a game, but by using the *Guru* you can retain files you'd otherwise have to delete while making room for new saves.

For aesthetes, there's a tool to alter the user interface's fonts and colours, besides choosing between various screensavers. "There's more than ten different weird distortions that it will do if you leave it alone long enough. There are a couple of other really cool things that I think people will really like, but you're going to have to find them!" Background music for game hacking is provided by InnerSect who are, of course, Mark Rearick!

The 'CodeMaster', however, isn't Mark but a hacker by the name of John Elliot. He produced most of the cheats on the CD and there's plans to provide codes for newer games on 3DO's own web site and, of course, in *3DO Magazine*. Look forward to a *Game Guru* section to start very soon, while the CD itself is expected to retail for £25 or less! □ ssw

**3DO Magazine**

# you can't buy this.



About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they  
don't cut it where it really counts.

They just don't have the power.

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The speed of silicon cartridge.

Not CD s - l - o - w.

You can't buy it yet.

After all, nothing this good comes easy.

But do you really want something less  
powerful?

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**Nintendo®**



3DO Magazine and 3DO Magazine Gold are distributed by Seymour Ltd (081-679 1899), is published by Paragon Publishing Ltd (01202-299900) and is fully SOR

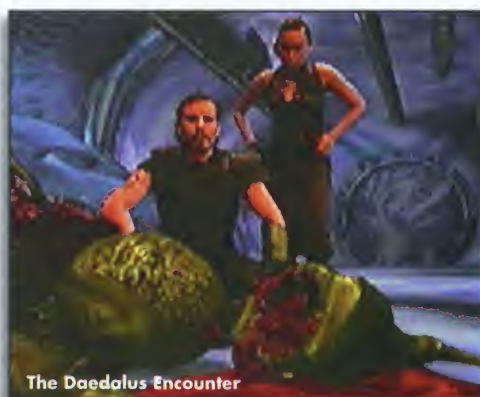
# Panasonic

## Give Away

### 10 Software Packs featuring



Striker



The Daedalus Encounter



D



Scramble Cobra

*Striker*, Reviewed issue 3  
"Without doubt an unmissable release for footie fans."

★★★★★

*The Daedalus Encounter*, Reviewed issue 5  
"If you fancy the idea of going on a sci-fi adventure with Tia, this is an excellent implementation."

★★★★

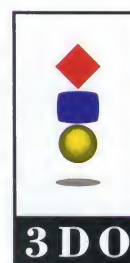
*D*, Reviewed 3DO Gold  
"D is a very special title that should bewitch all who try it."

★★★★

*Scramble Cobra*, Reviewed issue 6  
"This is a fun and intriguing game which makes your head work as much as your trigger finger."

★★★

**Panasonic®**



**1** 996 will see Panasonic revealing more about its plans for M2, but in the meantime Panasonic UK would like to emphasise their flourishing software division in this exceptionally generous competition. Ten lucky winners will each get a bundle of four excellent titles (worth over £160) for months of top entertainment. *Striker* is the system's fastest and most accessible footie sim, while *D* and *The*

*Daedalus Encounter* are respectively the most scary and most hi-tech adventures around. *Scramble Cobra* is a highly playable helicopter arcade-sim with a top alien invasion secret level. To win these bumper mega-game packs, simply answer this easy question: **What is the name of Panasonic's parent company which is also the world's largest consumer electronics company?**  
A. P. Kipling & Sons.

B. Matsushita Electrical Industries  
C. Tyrell Company.  
Now write your answer on the back of a postcard or sealed envelope and send it to **Panasonic Mega-Software Competition**, 3DO Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 1NF. All entries should be received by February 25th. □ ssw

3DO Magazine

# Doom

Announced in our very first issue and then set for an early '95 release, 3DO **Doom** has been a long time coming with a series of programmers giving up on the project. Quite how such a small company as ADI grabbed such a hot conversion has always been something of a mystery. But now, at last, we can report how they've done with it.

## Doom

Publisher: ADI

© 001 805 526 80 80 (US)

Developer: Logicware

Save Game: 1 SRAM slot

Price: £39.99

Available: Now

A Baron of Hell and Imp come face to face with your chain-gun. Action packed screens can be problematic, as 3DO **Doom's** slowdown is a major problem with the conversion.

For a start, the fullscreen framerate simply isn't as smooth as you'd wish. The actual speed is fine, but this only emphasises the slowdown when a huge mob of monsters loom into view. While irksome, this can occasionally be useful as it gives you more time to respond. Less bearable are the sudden bouts of slowdown when entering a new area - as if the CD is streaming in new sprite or audio data. This can occur even with the screen at its most minute, a problem perhaps partially due to the fact audio is also being streamed off CD.



A great deal of the enjoyment of **Doom** comes from the immensely gory action. Blood flows more freely than even *Wolfenstein 3D*, with the chainsaw, above and right, proving to be the most popular weapon for many (psychotic!) players.





"The 3DO version recreates a substantial part of that classic excitement – newcomers to the game will find much to enjoy – but the slowdown is there and damages the game quite badly."



Above, squirming corpses provide a distressing backdrop to the immediate action, namely a Demon. Using the selected rocket launcher at such close range will certainly dispatch the enemy, but will probably cause you considerable damage too.

Far left and left, the Mars base is littered with human corpses. Soul Spheres, far left, give enormous energy boosts.

**F**irst things first: forget the hype. While it might be understandable that Art Data should seek to aggressively boost such a massively delayed and sceptically regarded project, the reality turns out to be an embarrassing distance from the talk. Boasting of Pentium-beating speed is simply embarrassing when it's only achievable by shrinking the screen by 50%. Similarly, talk about 'pixel to pixel resolution' makes little sense when in action the game looks more low res than virtually any 3DO *Doom* clone since *Escape From Monster Manor*. At some screen sizes, the display can resemble a fuzzy videotape as TV and

game resolutions clash. Expand the screen to full-size, turn down the brightness a shade and the game looks reasonable. Some of the graphical details, such as demonic pentagrams, fleshy walls and chained corpses are quite impressive. Sprites lack the resolution of *Killing Time* or *DeathKeep*, but still look good at a distance.

The one inarguable technical improvement is the music, now studio recorded with real instruments, but many people turned off the PC's dull MIDI files anyway. On most levels the upbeat rock music is simply distracting, only occasionally do a few sparser, more spooky tracks serve to enhance

the overall experience. Fortunately you can mix the music right down, while sound effects are mostly very good and work well in stereo.

One enhancement ADI now admit to axing is additional levels. While the PlayStation gets a combination of *Doom*, *Doom II* and *Ultimate Doom*, the 3DO version is simply *Doom I* without any of the 'special' levels even the Jag version enjoyed. ADI's line that delaying the project yet further for a few additional levels didn't make sense is true enough, but can't obscure the overall lack of ambition. ADI suggest M2 may get the super combination version, but that's a little late.



Radiation suits provide protection when exploring the toxic green slime that runs through many levels. Unprotected paddling is not recommended.

continued over >



**Above, a Baron prepares to throw a bolt of devastating energy at you. A few missiles to the chest should polish off this toughest *Doom* foe.**

Right, the BFG finishes off anything in seconds and is, quite rightly, the most famous videogame weapon ever. Far right, shooting through windows provides some protection.



**Right, strange, occult images  
decorate later levels. Far  
right, an army of hideous  
mutant soldiers attack.**



## The Competition

Doom is principally about just two things: movement and murder. Everything about the game, from the character's rolling gait to huge areas of firepower to mostly simplistic puzzles is geared to propelling you onwards in an orgy of gore and annihilation. In this sense, most *Doom* clones have merely duplicated the game's look rather than its feel. *Killing Time* is probably the closest 3DO game to date, but it trades off speed for atmosphere and detail. Even on easy level, there's occasional slowdown which is acceptable mainly because action is only part of a superbly atmospheric arcade-adventure. *DeathKeep* is less ambitious in its sprite design, but its complex 3D environments are even more elaborate than *Doom* and there's no slowdown. However the intricacies of the AD&D universe complicate gameplay at the cost of *Doom*-style accessibility. *Space Hulk's* environments are simpler and far slower, but graphical detail and awesome tactical depth make it a very different game. The 3DO game that comes closest to replicating *Doom's* speed and aggression are *PO'ed* [a considerably more ambitious game, but there is some slowdown] and unsurprisingly the far simpler prequel, *Wolfenstein 3D*, an enhanced version of the PC original where extra detail exerts no cost on framerate. Aside from *Doom II*, the best hope of a true *Doom* clone is Universal Studio's *Disruptor 7*. Developed by a formidable team led by Mark Cerny, of *Sonic 2*, *Crash 'N' Burn* and *Way Of The Warrior* fame, this boasts a far higher resolution than *Doom* and yet still runs very fast indeed. Bob Lindsey, head of the theoretically competing Studio 3DO, has described it as *the* killer-app for 3DO. To ensure a flawless release, it was deliberately held back from a Xmas release for more development. The comparative disappointment of ADI's *Doom*, adds even more importance to this secretive project.

*continued >*

The principal fault, however, with 3DO *Doom* is simply speed. ADI claim the main reason for the delay was a belated realisation they couldn't simply port the PC code onto 3DO. Instead, a whole new game engine had to be built around 3DO's cel engines rather than raw processor power. Be in no doubt, *Doom* is a considerable challenge with sizeable levels, plenty of complicated 3D involving windows and moving 3D blocks, plus a varied bunch of sprites. Even the PlayStation version darkens the horizon to cut down processing demands. The 3DO version bravely,

and foolishly, tries for the complete environment and slowdown is quite obvious. With no monsters on screen, the game moves quite quickly with the rolling, aggressive gait of the original making games like *Space Hulk* seem quite slow. But this speed only underlines frequent slowdown when creatures attack. And whereas competing games have their graphics and involved gameplay to compensate for slowdown, *Doom* is almost entirely about speed of movement and speed of gunplay.

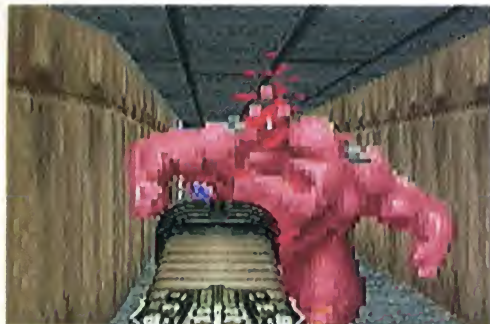
Another serious problem is the save system; while the PC version allowed

players to save at any point – just like *PO'ed* – all the console versions only allow saves at level's end. The 3DO version is made worse by the fact you only save your level status, not your weapons or ammo. While you have infinite lives, whenever you restart a level you go back to scratch – armed only with the weedy pistol. Cheats to obtain full weapons provide the only way around this problem.

Novices wondering what all the fuss is about should not be entirely discouraged from buying. *Doom* is a classic game with that rare, magical quality of



**Occasional ventures out of the complex afford you strange views of the Martian landscape. The odd, monochromatic hues (above) are soon replaced by more obvious, hellishly red tones.**



Top left, dead Demon. Below that, a sergeant's caught unawares in the carnage. Above, ganging up to be blasted by the BFG.



Left, Lost Souls are ferocious opponents, spitting balls of fire and demanding plenty of punishment before they can be squished. Their bodies are marvellous husks to admire when roasted.



Lost Souls, above, make easy picking. They're protecting valuable booty, namely a green body vest, auto-mapper and medikit.

totally addictive gameplay gameplay. Its aggression level gets the adrenaline pumped up like nothing else, while stringent limits on ammo and weapons make its 25 levels a formidable challenge even on the lowest of the four skill levels. Hopefully *Disruptor 7* or even *Doom II* will provide a speedier, more refined *Doom*-type experience, but in the meantime ADI have provided an adequate, if massively disappointing conversion which can only just serve as a stopgap. □ ssw

**3DO Magazine rating: ★★★**



Left, get this close to a Baron, and you've probably lost your mind.

# DeathKeep

After long missing out on the PC's *Doom*-mania, there's now a plethora of 3DO clones. SSI's **DeathKeep** boasts one of the most sophisticated 3D engines and in-depth, AD&D game environments yet seen. Are you up to its challenge?

**DeathKeep**

**Publisher:** Mindscape

© 01444 246333

**Developer:** SSI

**Save Game:** 10 SRAM slots

**Price:** £39.99

**Available:** Now

Right, an Ice Mephit claws at your face. They can also attack at a distance with icy breath. Ice Mephits are apparently the cruelest Mephits and relish any opportunity to cause pain and suffering!



Above, the evil Necromancer in a decidedly low-cost FMV intro – save the money for gameplay we say!

Skeletons, the reanimated bones of dead humanoids, are some of the most graphically impressive monsters.



**S**SI's Lion Team was the first third-party to produce a 3DO *Doom* game and the sequel caused something of a sensation at E3 with its advanced 3D engine and nippy frame-rate. Unlike the prequel, *Slayer*, *DeathKeep* allows for 'non-orthogonal walls' which means plenty of sloping floors within some very sophisticated level designs. Right from the start, the developers' confidence is obvious when you look up to see walkways and ledges which you'll need to get to later. Besides a vital jump function, there are also rising platforms to stand on and even spells which allow you to fly!

The technical accomplishment also shines through in the speed of monsters



**"DeathKeep is squarely placed between the ultra-realism of *Killing Time* and the dizzying ambition of *PO'ed...* it's arguably more solid and accomplished than its rivals...."**



Above, green Ice Trolls and Jermalins gang up to polish off your character. Without proper clothing or a Spell Of Protection against the cold you won't last long!



Left, Cornugons are formidable enemies with huge wings, grotesque scales for armour and a long barbed whip weapon.

– three or four will quite happily mob you without any slowdown. While some of the monsters are quite simplistic, particularly ones carried over from the original game, some of the newer creatures like the skeletons are very impressive – there are even huge giants to menace you.

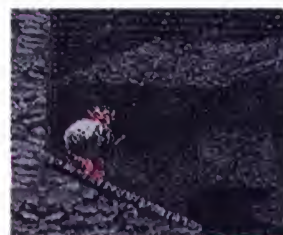
An even more radical change is in the structure – while the original offered a theoretically endless challenge with a random dungeon structure, *DeathKeep* is firmly wedded to a single scenario. The plot has an evil Necromancer breaking free within the DeathKeep and seeking to resurrect his magical powers by obtaining orbs which will unlock a legendary dwarven portal. The DeathKeep has three towers and a

'fantastic' final dungeon, the entire game made up of 25 dungeons with eight levels each. There are some 30 different monsters in total, with about three types per level.

As you'd expect of a game based on the AD&D universe, there's a considerable amount of atmosphere and game depth. The glass golem – a knight which brilliantly emerges from stained glass windows, mechanoid Lightning Golems and Ultroloth humanoids are a powerful draw to persisting. This is especially true as the various dungeons are graphically varied as well, caged skeletons providing bizarre ornamentation on one level, while a host of spells such as a Meteor Swarm, Death Fog and Disintegration

offer further reward. The use of transparency effects on fireballs, and the light sourcing so that adjacent walls are illuminated as they pass by is great.

In keeping with the rigid scenario, you can no longer design your own character and there are just three to choose from: a Half-Elf Fighter/Mage, female Elven Mage and a Dwarven Fighter (who sacrifices magical abilities for enhanced conventional combat abilities). It's a shame there's no attempt to recreate a team approach, having characters crowd around as in *Space Hulk* would be superb, but at least you get to rename characters, choose their firepower selection and even change their clothes – a choice of armour rather than Armani outfits, sadly.



*Slayer's* Goblins return in a far more sophisticated 3D environment – note how you're looking up at a complex, sloping architecture. You need to get up there and then leap from platform to platform – it's not easy!

continued over >



Above, a Mudman splats your screen with toxic mud. These slimy monsters can appear out of nowhere.



Far right, the disgusting, multi-legged Ankheg can attack at any time, burrowing out of the ground for maximum surprise. Watch those mandibles!

Right, Glabrezu are huge, highly intimidating opponents who won't even be wounded unless you've got 2+ or better weapons.



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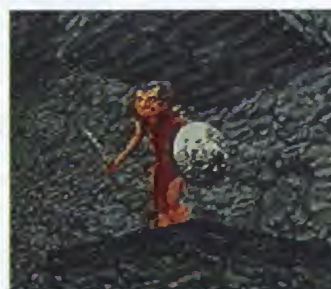
All of this makes *DeathKeep* seem like an essential purchase and, for AD&D fans in particular, it will be. The game is not without faults, however. The most immediately apparent is the toughness of the opening level. Energy-sapping cold and an icy stream which pushes you off course, mean dying is very easy. Once you find some boots or protective spells the level is relatively easy, but it's a frustrating and irritating start for novices. The difficulty is further

increased by the lack of an auto-map. SSI thoughtfully provide rocks and other objects which can be used as 'bread crumbs', marking out your route, but after *Killing Time* and *PO'ed* only die-hard fans will enjoy this particular 'realistic touch.'

Overall, *DeathKeep* is squarely placed between the ultra-realism of *Killing Time* and the dizzying ambition of *PO'ed*. As you'd expect of a sequel, it's arguably more solid and accom-



Top, a goody-packed chamber suspended in space. You'll need a teleporter to get inside. Above, this menu screen lets you select weapons for each hand, review your comprehensive stats, and outfit your character with helmet, armour, gloves and boots.



plished than its rivals, there certainly isn't any slowdown, yet neither is there quite the same ambition. A lot of the game is puzzling over maze-like levels, figuring out teleporters and hacking enemies. Fans of the original and people irritated by its rivals' flaws will love it, but others should perhaps consider their navigational or mapping skills before buying. □ ssw

**3DO Magazine rating: ★★★★★**

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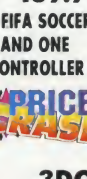
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**As with the original, Alone In The Dark 2 is enormously demanding of NVRAM. The game won't save unless you clear space for two 14401 saves, occupying 90% of the**

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# Alone In

he original's unique atmosphere derived from claustrophobia and gothic *Alone In The Dark 2* dramatically opens up the adventure with garden and spectral galleons in a game three times larger than its ground-  
g predecessor...



Above, a Mudman splats your screen with toxic mud. These slimey monsters can appear out of nowhere.

notably gunslingers who II finish off an unarmed trespasser with frightening swiftness. Here, a shot's just exploded by Carnaby's head, and unless that rifle's got some cartridges, he isn't going to make it up those stairs...



The first gangster's no problem. Pinching his rifle proves a good first move.



At the start of the second third of the game, you'll find Striker's body next to a door to the storeroom - the only entrance to the house proper - which is locked from the other side. To open the door, push a newspaper (taken from the guard of One Eyed Jack's statue) under the door. Force out the key that's on the other side with the pipe cleaner taken from Striker's coat. Now pull the paper back with the key on it. Pretty obvious for a detective I suppose, but it took us a pretty long time...



**I**t's 1924 and private eye Edward Carnaby is in California, hoping to find his associate Ted Sticker, who went missing while investigating the abduction of eight-year-old Grace Sanders. The lengthy intro shows Sticker breaking into Hell's Kitchen - an enormous mansion situated on the cliffs of the Pacific coastline. Its owner, One Eyed Jack, is a pirate and bootlegger who's suspected of Grace's kidnapping. Sticker discovers Grace in a grim bedroom, but as he embraces her, a macabre toy doll springs to life...

Your entry to the mansion grounds is bolder than Sticker's furtive prowling.

# The Dark 2



"The buzz from opening up a new level is terrific... the ultimate incentive is to see all those fabulous, action-packed locations, especially the ancient galleon, the Flying Dutchman, which only the most dedicated will reach... but despite *Alone 2's* merits, the conversion lets it down somewhat."

From above, clockwise; pensive in the villain-packed mazes; chased down-stairs by a sharp-shooting hoodlum; the wicked Witch contemplates the immortality to be granted by the sacrifice of your quarry, baby Grace; leaving a hidden dungeon in the maze that holds plenty of essential booty; getting in the way of this gangster's target practice is suicidal; waiting for a mobster to move into position for a few shells of your shotgun.



Blowing the entry gates to bits, you stride confidently forward and instantly the visuals of the game impress. Carnaby and the enemy cohorts all feature many more polygons than *Alone 1*, the PI himself much more realistically proportioned and freshly garbed in a stylish, blue period suit.

At first, you've only a pistol to dispatch the patrolling zombies, but after gunning down one villain you'll be able to grab a powerful Thompson rifle. This takes time to master, but soon it's second nature to gun down a baddie fifty feet away. Skilful marksmanship is essential because although there's still plenty of puzzles, *Alone 2* is much

more combat oriented. When released on PC, this was considered an intrusion on the cerebral proceedings of the classic original, but I found the action an enormous boost to the fun. Enemy guards are fierce and determined – the detail and characterisation is phenomenal as they chase you all over the place, scattering shots and bellowing warnings. Some even pause to reload, realistically switching ammo clips and giving you a few precious seconds to pump them full of lead. Run short of bullets and punches or headbutts do the job fine, although swords and frying pans are easier alternatives if available... Throughout, combat is terrifically



kinetic and varied, giving the game a unique feel.

As in the original, each room has multiple viewpoints which alternate as you move around. This can occasionally make it difficult to aim properly, but you learn to work around it and generally it's best to lure the enemy in a specific kill zone you're comfortable with. In keeping with the emphasis on combat, *Alone 2* has much more conventional camera positions with far fewer oblique, 'arty' views than the first game. This isn't to say that the game is any less visually impressive though. As well as the increased polygon count for the characters, the 3D backgrounds



As with the original, *Alone In The Dark 2* is enormously demanding of NVRAM. The game won't save unless you clear space for two 14401 saves, occupying 90% of the NVRAM. If you've got plenty of precious saves, it might be best to wait for the data compression offered with Studio 3DO's Game Guru CD.

If you do find enough NVRAM, you'll still need to use both *Alone 2* save slots wisely to make significant progress. It's best to save the game after every combat sequence, with weapons reloaded and health flasks swilled, so that you don't have to fight the same meanies more than once. Use the two slots alternately, quitting and returning to the latest if you get killed or lose a lot of energy points so that you can proceed with maximum energy and firepower. If you've made an awful mistake, or gotten yourself trapped in a section which needs backtracking, use the earlier save slot. The three main locations – the grounds, house and galleon – are linked by longish FMV sequences and are impossible to revisit once past. If you've left an important object in the grounds of the house, but only realise whilst on the galleon, that's it – game over. Use those spaces wisely!

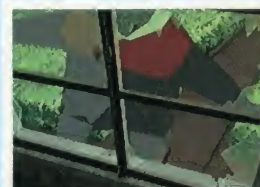
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Bribe an alcoholic mobster with a bottle of whisky and you'll win a Santa suit, which comes in handy for fooling the less intelligent baddies (such as the chef) that you're not really a wandering paranormal detective. However, after cooking you some bacon and eggs, even this dumb chef will twig, and you'll need to beat him severely with a handy frying pan when he pulls out his pea-shooter. The spear pointing at your head is from a statue outside, and the only way to avoid it is to persuade another chef to get in the way. It ain't easy.

## Be A Believer...

Detective Ted Sticker is a victim of supernatural disbelief. The intro shows the portly PI prowling the courtyard before clambering the face of Hell's Kitchen, unaware that a zombie foot soldier is observing his trespassing. When Sticker finds baby Grace, he pays little attention to a maniacally smiling doll that slouches in the corner. His paranormal ignorance turns out to be his downfall, the doll lumbering to life and throttling him, before vanishing in a puff of ghostly ether. As the victim of all kinds of spiritual anomalies from his previous adventure, Edward Carnaby should know enough to survive a little longer...



continued >



One Eyed Jack and his ally in voodoo crime, the Witch, plus a few chums. Baby Grace must be sacrificed in an ancient ritual that will transfer her youth to the Witch, but how can this photo help you in your quest to recover the child? Maybe it's something to do with that statue...

now feature sprite animation's such as snakes writhing through hedges and ghostly faces flickering in bracken.

The large gardens which make up the first portion of your adventure provide a welcome change from the interior-based original and watching Carnaby sprint around mazes and courtyards, digitised speech echoing as guards give chase, footfalls crunching in the loose gravel and his rifle crackling as enemies are blasted in a shower of hot lead, it's impossible not to be completely convinced by the sheer exuberance and quality of the product.

Once you get into the house itself, the stunning interior design and period

detail makes for an electric atmosphere. There are a host of new bit parts for beautifully designed characters, from harassed chefs, their hats wobbling, to drunk, ballet dancing guards (bribe them with whisky) and, in one particularly impressive encounter, two gangster sharpshooters clad in trench coats and wide hats. The gangsters even laugh as they take target practice on enormous playing cards, conveying human emotion even while clearly androids. The effect is most unsettling.

Playing cards pop up all over the adventure, reminders of One Eyed Jack's fascination with the game of chance. They hint at secret dungeons

and form enormous 3D games of their own, just one way in which the house is themed to reflect the personality of Jack. While Studio 3DO's *Killing Time* may match the game's obsessional attention to period detail, Infogrames' *Gallic* invention and macabre humour is in a class of its own. The game also boasts an excellent soundtrack featuring some 22 music tracks, ranging from lilting Irish folk songs to choir pieces that bolster the already charged atmosphere.

The blood and guts of the prequel has, sadly, been replaced with ethereal bubbles to avoid offending certain markets, but the real core of the game is still problem solving. The puzzles are



Top and above, your progress in the maze is monitored. You can run from the enemy, but you can't hide. They'll either chase you or stay guard at the location, so some way of dispatching them *must* be discovered. Top right, feeling awful is a bad business and means it's almost the end.



Far left, being chased and getting lost is an unpleasant affair. Middle, exhausted from combat, Carnaby's head hangs and shoulders sag, your alter ego in desperate need of a tonic or meal. Left, with Santa suit and gun, you feel invincible, and much warmer.



Far left, walk the plank, but don't forget to check for useful items scattered on the floor. Left, a moment of calm in a storeroom, a sword ready for action. This weapon is difficult to master at first but is superbly effective at hacking up attackers.

often esoteric, but always physical and ultimately logical. The 'key' to a problem can usually be found within a few screens distance, and the user-friendly interface makes relatively sophisticated manoeuvres easy. Whilst some may be frustrated by the linear structure – there's only one way through – the complexity of some puzzles makes the lack of red herrings very welcome. More importantly, the buzz from opening up a new level is terrific. The ultimate incentive is just to see all those fabulous, action-packed locations, especially the ancient galleon, the Flying Dutchman, which only the most dedicated of adventurers will reach...

Despite *Alone 2*'s merits, the conversion lets it down somewhat. Rather than exploit the 3DO's 33,000 colour palette, the graphics use the old 256 colour PC format. More irritatingly, they've failed to address the problem of the game continually loading new scenes. On PC, the whole thing could be downloaded to hard disc for rapid access. On 3DO, almost every location needs to be pulled off CD (what price a superfast DVD drive now?). For the most part, this isn't too noticeable but more complicated levels and, crucially, action-oriented sequences often grind to a halt for three or four seconds. This not only damages the magical atmos-

phere, but makes combat extremely awkward at times.

There's no doubt that with some serious recoding, *Alone 2* would have been an essential purchase. I've always enjoyed the unique feel of the original, and although I found *Alone 2* utterly addictive and enjoyable, the sloppy conversion is disappointing. Infogrames should have done more and hopefully they will with the third, *Wild West* instalment, but *Alone 2* is still a game of genuine innovation and beauty which I can whole-heartedly recommend to fans of the series. □ mcw

**3DO Magazine rating: ★★★★★**



Another loser gets thrown over the edge of the cliff.

# Maps Of Death

During a slow Spring, Silent Software's first 32bit game comfortably took on the mantle of *the* 3DO game. Acclaimed across the board by multiforum magazines usually dismissive of the format, it was fresh, fashionably 3D and fabulous in two-player mode. The mission disc, *Maps Of Death* has proved a welcome Xmas bonus.

**Return Fire: Maps Of Death**

**Publisher:** Studio 3DO

© TBA

**Developer:** Silent Software

**Save Game:** 1 SRAM slot

**Price:** £24.99

**Available:** Now

Right, some enemy fortresses are really tough. This one causes some slowdown with the helicopter, but is fine for ground vehicles and a vivid illustration of how much fun the Silent Software had dreaming up the sequel.



Above, one of the wittiest levels. You have a tiny island, covered in mines and just two jeeps. Impossible? Nope, when one jeep gets hit every mine goes off, clearing the entire island and usefully demolishing the flag tower in the process.



**A**lmost a year on from the original's debut, it's a surprise to find how little the game has dated. While the mission disc features no new graphics, the old ones are still impressive enough. The plume of smoke which shoots out the back of an APV when a missile is launched, the tiny wake bubbling behind a tank churning through water, the shower of polygons falling from an exploded helicopter. All of this is handled in a truly 3D environment, the perspective zooming in or out depending how fast you're travelling and panning up/down as it does so. Watch how the trees move, their shadows shortening or lengthening – they even fall realistically across any vehicles

which drive under them.

Sound effects are no less impressive, the slight whistle of caterpillar tracks, the whump-whump of helicopter blades and metallic ricochets all rendered in Dolby Surround and mixed into CD-streamed classical music. The way the music changes according to what's happening on screen will have even hardened rockers humming along to Ride Of The Valkyries.

For newcomers, the game itself is relatively simple. On each level a flag is hidden in a special sort of building, frequently there are dummy buildings and you have to blow up several to

actually find the flag. You have four types of vehicles with which to find the flag, each with its own characteristics. The helicopter is very fast, but lightly armoured. The jeep is even easier to destroy and harder to control, but it's the only vehicle which can carry the flag back to base. So you must use a tank, complete with rotating gun turret, and Armoured Personal Carrier, to blast a way through enemy fortifications consisting of maze-like walls, gun turrets and attack copters. In two-player mode, you not only have to find your opponent's flag but protect your own flag against his attacks.

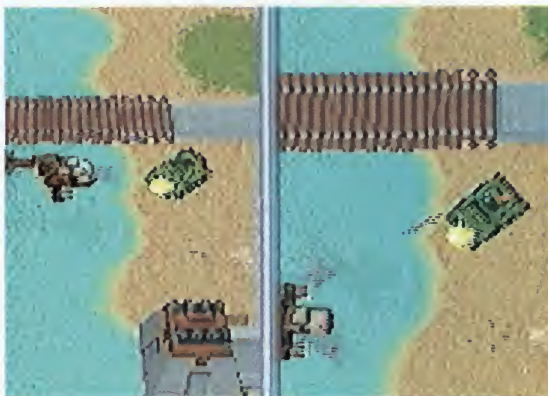
Highly Recommended  
**3DO**  
Magazine



**"Maps Of Death is an excellent release which thoroughly overhauls the original. The fact that it retains most of the early levels means even beginners will enjoy it..."**



Above, player one has just discovered his enemy's flag tower. Player two has just left his green base, note how close the brown base is. *Maps Of Death* is full of such sneaky, playful touches which almost compensate for the lack of new graphics.



Above, splitscreen view shows off the game's dynamic zooming. The right view is focused tight on the copter as it's static while revving up the engine. On the left, the jeep is at maximum speed with maximum zoom-out so you can see further ahead.



Above, stray too far away from land and this sub appears to shoot you down. The sonar sound effects are excellent!

The two-player mode was undoubtedly the strongest draw of the original game. There were masses of battle-grounds and the larger ones allowed for epic contests. Most of the time there isn't that much head-to-head combat, you're usually on entirely different parts of the map, but pitting your tactics against a friend is great fun and very involving.

The one player mode, by contrast, was much weaker. The game is arranged with nine, progressively bigger sets of maps. To get to the next set of maps, all you have to do is complete one map on the previous set. Your supply of vehicles was very generous and it was possible to speed through the entire game through sheer persistence. The

mission disc uses an identical structure, but your supplies are far more limited and this demands tactical thinking right from the start.

The maps themselves are initially identical to the original game, but as you progress (through one or two-player mode) new maps appear until the sixth set, when every map is new and ferociously tough. Moreover, there's a sense of playfulness that was lacking in the rather earnest original. One level, for example, spells out 'S.O.S.' with the start position instantly under attack from about ten enemy guns. Another level has barely any land, with most of the action on narrow strings of shallow water between the lethal ocean. This witty orig-

inality means even if you do get through to the final set, there's reason to return to earlier sets and complete all the maps. It's still not a perfect structure – there's no scoring system nor even a record of which maps you've completed – but it's a massive improvement over the original.

Overall, *Maps Of Death* is an excellent release which thoroughly overhauls the original. The fact that it retains most of the early levels means even beginners will enjoy it, making you wonder if they shouldn't have released it as a stand-alone game rather than a mission disk. □ ssw

**3DO Magazine rating: ★★★★★**



The impressively multilingual interface uses symbols instead of letters for a password system. Nevertheless, there's also an automatic NVRAM save to store your position. To use the *Maps Of Death* mission disc you must have a NVRAM save from the original *Return Fire* or it won't load.

Ultra 64, Sony PlayStation, **Sega Saturn**, 3DO,  
Atari Jaguar, PC-CD ROM

# X•Gen

Samantha Coles  
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# 3DO Magazine

Part One Of A Massive, 32 page  
*Complete Players Guide To*

## **SPACE HULK**

Every  
Mission Level  
Mapped

Mission  
Guides

Expert  
General  
Strategies

Cheat  
Code  
Revealed



**S**pace Hulk ranks as one of the best games yet seen, an inspired mix of tactical combat, rapid-fire action and *Alien*-style atmosphere. It also happens to be an exceptionally tough game. To give you the best chance of success, we've printed a collection of invaluable General Strategies written in consultation with the developers, Key Games. We've also printed maps for every mission, except the four training levels, with tactical advice. There's also boxes for you to record your Vigil mission stats.

Good luck, Marine.  
Glory to the Emperor!

### SPACE HULK PLAYERS GUIDE

© 1995 Paragon Publishing Ltd  
editor: stuart spencer wyne  
writer: paul christopher morgan  
designer: mark clive wyne

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Thanks to David Amor at Electronic Arts, Andy Jones and Chris Colston at Games Workshop and everyone at Key Games (especially Nick Wilson and Chris Hubbard) for their help with this publication.

## SPACE HULK

**Publisher:** Electronic Arts  
© 01753 549442

**Developer:** Key Game

**Save Game:** Yes

**Price:** £44.99

**Available:** Now

### PROTECT & SURVIVE

The primary rule is protecting your team. During the pre-mission briefing pay careful attention to the nearest Genestealer entry points and key corridors. Then when you actually begin, you can make best use of Freeze Time to immediately set waypoints for your men to establish a defensive perimeter.

Once they have secured your location, you can look for the next key positions to be secured. Remember, *Space Hulk*'s origins as a boardgame and strategy computer game, tactical thinking is essential. Use the maps to make plans and always look for ways by which you can set up killing zones. For example using two Terminators firing into a vital junction from two different directions to set up a lethal crossfire.

Junctions and large rooms with multiple entrances are the most dangerous places for a Terminator. They allow an enemy to attack from multiple directions, overwhelming a Terminator through superior numbers. Wherever possible, avoid large areas unless you've secured them with a team providing interlocking fields of fire.

Similarly, don't stand in a junction unless you have to. If you stand a little bit back in one of the corridors, Genestealers will have to queue to attack singly. Ideally, you should stand four squares back to give you plenty of

time to get your shots on target. You should also avoid simply standing Terminators in line, Terminators do periodically make mistakes and if one goes down, the next one should have enough distance from his fallen brother to react.

### IN COMMAND

When ordering your men to move large distances, set them as many waypoints as possible – for example, one junction to the next – so they take exactly the route you want. Otherwise, they'll choose their own route and it could be completely different from what you intended.

Once you have given your orders, regularly refer to the Tactical Operation Screen. This way you will be able to keep an eye on your men, checking that all goes according to plan, as well as spotting approaching enemies not yet on your MiniScanner. Radio chatter often provides invaluable information – if you hear one of your men has been killed, immediately go into Freeze Time to see how you can compensate. Just as in real life, success often depends as much on reacting to sudden emergencies as brilliant plans.

Genestealers will normally go after the largest group of Terminators. You should therefore leave the biggest group in a holding position, while mov-

ing the smallest group to the next key positions. This way they will be attacked less than if you moved everyone at once.

### BE VIGILANT

While the campaign is obviously the most exciting challenge, the Vigil's training missions are often just as tough and invaluable for gaining experience. The Campaign certainly begins fairly easily, but the gruelling later stages might seem impossible for those not blooded in the Vigil.

When you do progress to the Campaign, don't simply trudge around following orders. True officer-quality Terminators take an interest in the overall mission and frequently refer to the Tactical Operations Screen to see how the Commander is organising his troops.

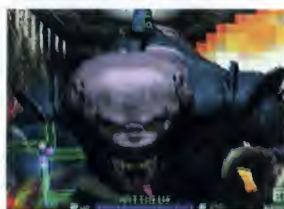
The most important element to the Campaign is protecting your fellow troops. The more missions your men survive, the more experienced they become. These battle-hardened veterans are much more reliable and can protect new recruits when they arrive. In this way, by the time you reach tough missions you've a formidable force. If, on the other hand, you simply scrape through each mission, your lack of troops will make hard missions almost impossible. Remember, if you go to next mission, *Space Hulk* automatically saves your position and there's no recovering your fallen men.

### TERMINATOR SACRIFICES

In an ideal world you would be able to defeat all your enemies whilst saving your entire team. But this is not always so, and some men should be ready to lie down their lives for their Emperor in order for the team to succeed. On some of the more tricky missions it will be necessary to leave a couple of men, usually the Flamer (if not needed to complete the mission) and a Bolter, at critical points on the map. These two can hold off and divert the Genestealers' attentions whilst leaving the rest of your team to complete their objectives and escape.

### FIREPOWER

**Storm Bolter:** The standard Terminator weapon is highly effective and has unlimited ammo, but it overheats easily and to avoid jams you must carefully moderate your firing rate. Also, as with all projectile weapons, you should



remember your Bolter is mounted on your right hand. This means it is easier to fire round left-hand corners than right ones – remember this when preparing a trap for enemies such as Chaos Marines. When firing straight ahead, you'll naturally shoot slightly to the right – often, firing at a slight diagonal will improve your kill rate. The game handles shots with precision and accuracy, so intelligent aiming and tactical, angled positioning are very important.

**Assault Cannons:** The best place to position assault cannons is in long corridors, as a single shot will travel through multiple targets killing them instantly.

**Heavy Flamer:** This is probably the most powerful weapon available in the game, even more so if multiple flames are fired at the same point to make the lethal inferno last longer. For example, if you fire two flames, the fire will last twice as long. If you fire three flames, the fire will last three times as long, and so on.

The best place to position Flamers is at junctions, bringing up the rear. Use a Flamer to flame points nearby so that the Genestealers have to take a longer route to reach you.

**Lightning Claws, Thunder Hammers and Storm Shields:** These may seem like ridiculously antique weapons compared to a Storm Bolter, but in certain circumstances they can be more effective. Placed in front of Genestealer doors or in key corridors they will usually last longer than other Terminators,

providing they never have to fight more than one enemy at a time.

**Powerfield Generators:** While not as exciting as an Assault Cannon, Generators are arguably even more important to your overall campaign. These mobile forcefields are far more reliable than even the best Terminator in blocking enemy advances and you should deploy them wherever possible to this end. If you're carrying a Powerfield Generator and you're just about to be attacked in close assault, it's often best to drop it and stop the Genestealer instantly. When more than one Powerfield Generator is involved, pick-up the first one, place it just up the corridor and drop. Now go back and pick up another, drop it nearby, taking all the Generators with you as you go. This will save time and make the mission considerably easier for you.

**Hand-to-hand:** Close assault is one of the most important combat tactics in the game and vital for your long-term survival. Many missions will require you to take the lead and fight your way through multiple Genestealers, which means a lot of hand-to-hand combat.

When you see the Genestealer bring his arm back, start parrying. Your arm will come up with its Power Glove or whatever and block his arm. Now you've parried his attack, the Genestealer will be shaken – sometimes he'll snarl or make some other noise. Either way, this means he's preparing to attack. Hit him now and he should die. It's a good idea to practice hand-to-hand combat on one of the training

missions so that on harder missions you're expert enough to always win. If you watch the Genestealer carefully, its attack patterns are easy to spot.

## ENEMIES OF THE BLOOD ANGELS

**Genestealers:** These are smarter than they look and tend to work as teams, holding back for reinforcements to arrive so they can attack en masse. There's no trick to killing them, simply make sure you're on target while firing calmly and rhythmically. If you hit them dead centre it'll take less bullets to bring them down.

**Hybrids:** These smaller,

faster Genestealers are armed with Bolters which mean they can attack from long distance. They love to hit and run, nipping through doorways, firing and then retreating while your impact blurred vision prevents return fire. Their small size and speed make them difficult to hit, but if you do get a hit their lack of body armour makes them very vulnerable.

**Chaos Space Marines:** As you'd expect, these guys are tough and in a one-on-one fight the odds are an even 50:50. Their weapons are lethal over long ranges, like yours, and you can easily come under fire from Marines not yet on your scanner. In situations where their numbers are limited, it can be worth carefully planning how to take them out individually. At all costs, you should try and prevent Chaos Marines ganging up on your Terminators. When their men co-operate to catch Terminators in cross-fire, you won't last long. If possible, task two Terminators against each enemy and, best of all, use Grenade Launchers.

**The Magus:** Even more than with the Chaos Space Marines, the more Terminators you can send to kill him, the better your chances of success. The best way to dispose of the Magus one-on-one is by getting him to use his Hellfire or Teleport. This reduces his energy and leaves him more vulnerable to your attacks. Make sure that you're next to a bend in a corridor when attempting this, otherwise you will have nowhere to hide when he fires at you.

**The Patriarch:** There's no known tactic to even the odds with this guy. Simply call up as much firepower as you've available and hope for the best!

## MAGICAL CHEAT

Use this cheat to speed through the Campaign and you could ruin in hours what should otherwise test you for months. However, if a certain mission seems insurpassable the cheat enables you to examine the level without fear of being overrun.

To activate the cheat, go to the Antechamber screen with its two doors. Hold down Right Shift while typing 'ABRACADABRA' using Down and Right on the joypad for 'D' and 'R.' This will bring up a comprehensive menu, allowing you to activate everything from invincible Terminators to infinite Freeze Time – there's even a campaign mission select. A, B or C flips between options, while X selects.

## MAP KEY

Purestrain Genestealers - G

Hybrids - H

Magus - M

Patriarch - A

Chaos Space Marines - C

Heavy Flamer Reload - F

Assault Cannon Reload - N

Powerfield Generator - P

Explosives - E

Mines - I

C.A.T.

(Cyber Altered Task unit) - T

Switch - S

Relic - R

Terminator Archived

Record - V

Terminator Script - O

Terminator Archived

Record Viewer - W

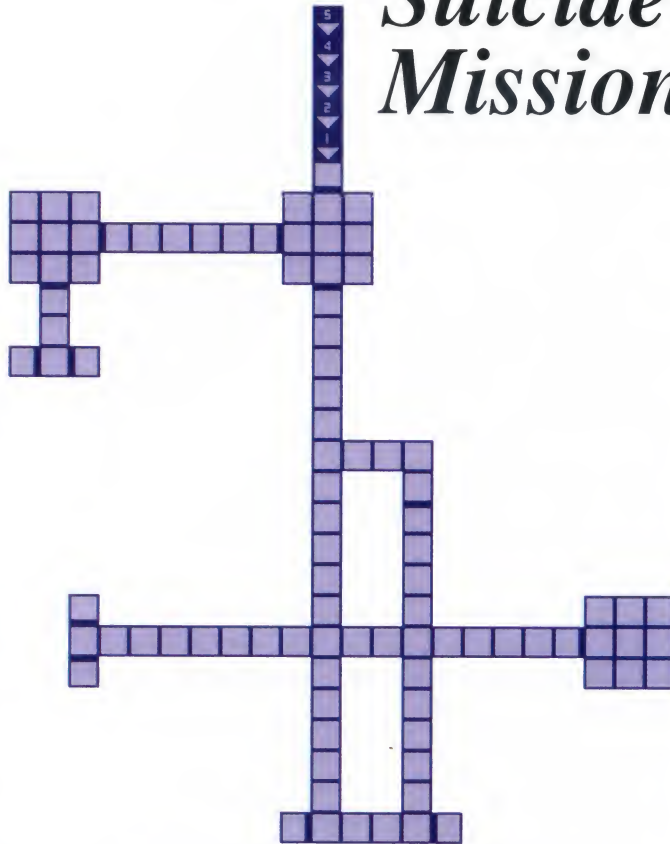
Sequencer - Q

**\*Note:** Enemy locations on the maps are where they start from at the beginning of the mission. This also applies to the C.A.T.



continued over >

## Suicide Mission



**D**espite the name, this is a relatively straightforward mission with just one area to be Flamed. Expect an attack from the right almost immediately, so Akhad must be quick to get into position and take control of that corridor. The other Terminators can now move forward to secure the route for Azrael to flame the target. Azrael has plenty of Flames so he can be used to support other Terminators where necessary. □

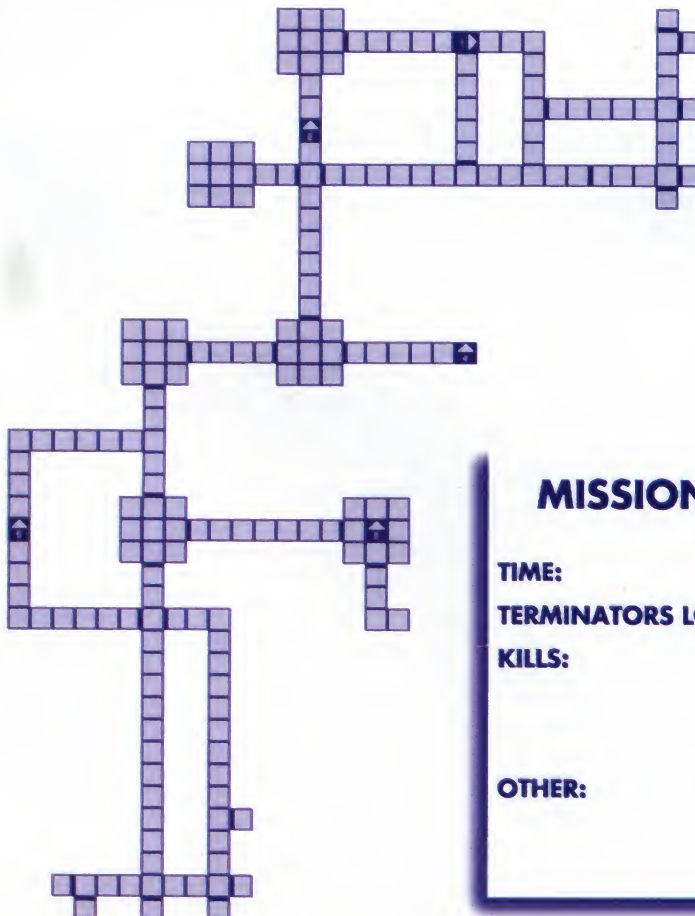
### MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**



## Exterminate

**T**his ominously titled mission seems to refer to your team, not the enemy. Against a relentless Genestealer onslaught, three Terminators must survive for five minutes. Your Terminators are initially widely dispersed and vulnerable. The first Freeze Time is absolutely critical therefore. Use Aradiel and Azrael to turn the four corridor junction immediately below them into a killing zone, Aradiel firing left and Azrael firing down. Sergio should move to block off the corridor running down to him, while Akhad should try to get down to support him. Flamer Ezekiel has few Flames and is best regarded as a sacrificial pawn. □

### MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**

# Rescue



**A**khad begins the mission with the C.A.T. which must be taken to the exit. He has four Terminators with him, including a very useful Flamer, while another group of Terminators are based near the exit point. With so many men, you should be able to easily contain the Genestealers and complete your objective. □

## MISSION LOG

TIME:

TERMINATORS LOST:

KILLS:

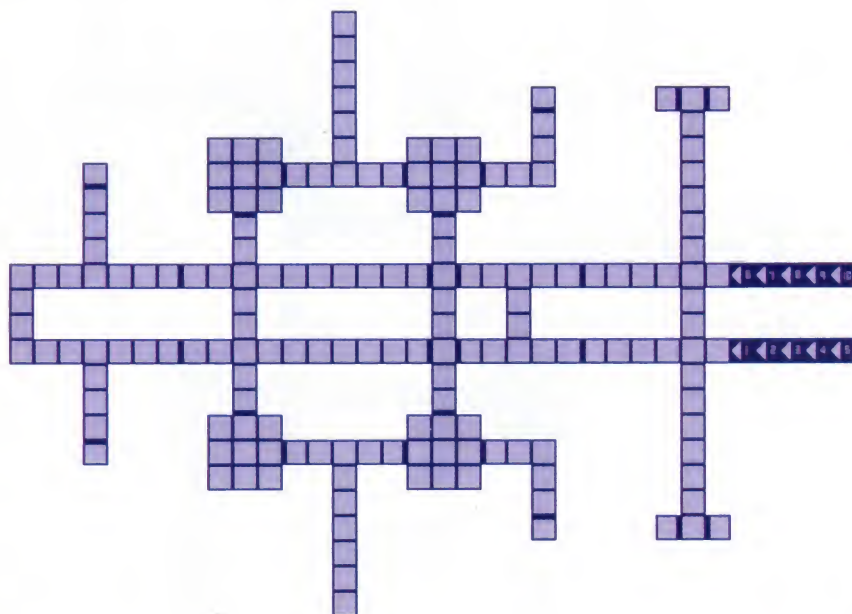
OTHER:



**F**our areas must be flamed in a true test of teamwork. Genestealers will be upon you in seconds, so Terminators must be quickly ordered to secure the starting position. Two Marines should cover each end of the vertical corridor, while two more cover the twin horizontal cor-

ridors. As you execute this move, be careful to position your Flamers out of harm's way as they are obviously vital and don't have many Flames. Once you've established your base position, the rest of the mission is relatively straightforward. □

# Cleanse & Burn



## MISSION LOG

TIME:

TERMINATORS LOST:

KILLS:

OTHER:

# Decoy

**F**ive Terminators, out of a total of ten, must reach the exit point. As before, if you successfully secure your starting point, the rest of the mission shouldn't pose too much trouble. Remember, wherever possible have Terminators covering each other and establish killing zones. □

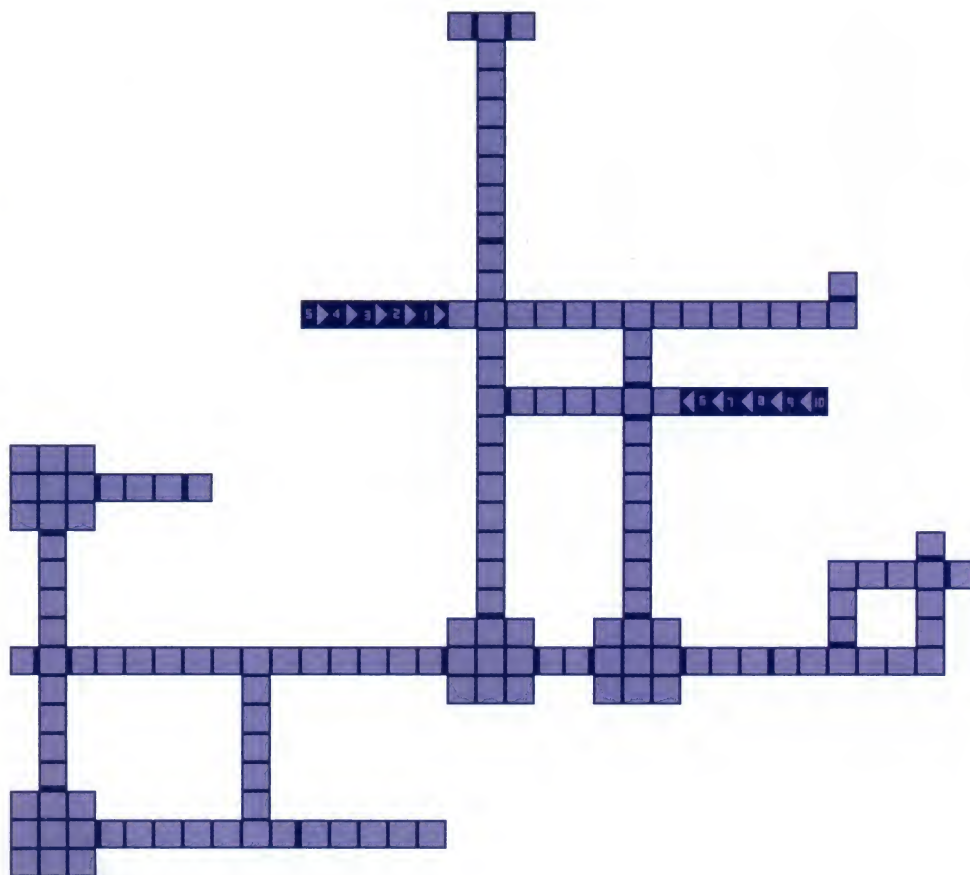
## MISSION LOG

TIME:

TERMINATORS LOST:

KILLS:

OTHER:



**T**his begins with two Terminators close to a vital zone which, for five minutes, must be protected against any Genestealer contact. The remaining Terminators are clustered at the bottom. The trick is moving the forward Terminators to protect the critical zone, while getting the other Terminators to follow quickly enough to cover their backs. Two Flamers can provide invaluable covering fire and might need to be sacrificed to successfully complete the mission. □

## MISSION LOG

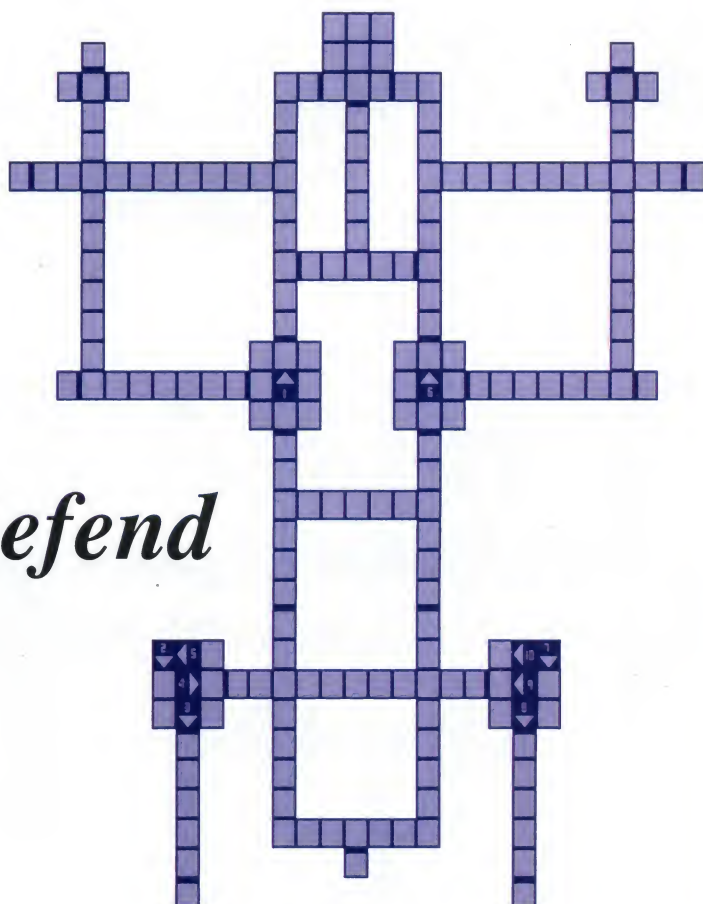
TIME:

TERMINATORS LOST:

KILLS:

OTHER:

# Defend



# Purify

**F**our areas must be purged with flame. You've just one Flamer and the Genestealers are almost immediately upon you. Once again, the key is securing your starting location. Your Flamer must be protected, but he does have plenty of Flames and can provide covering fire if necessary. □

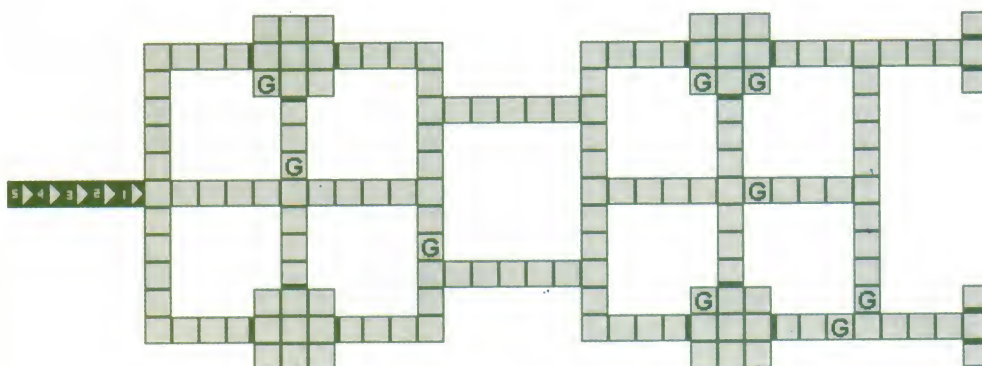
## MISSION LOG

TIME:

TERMINATORS LOST:

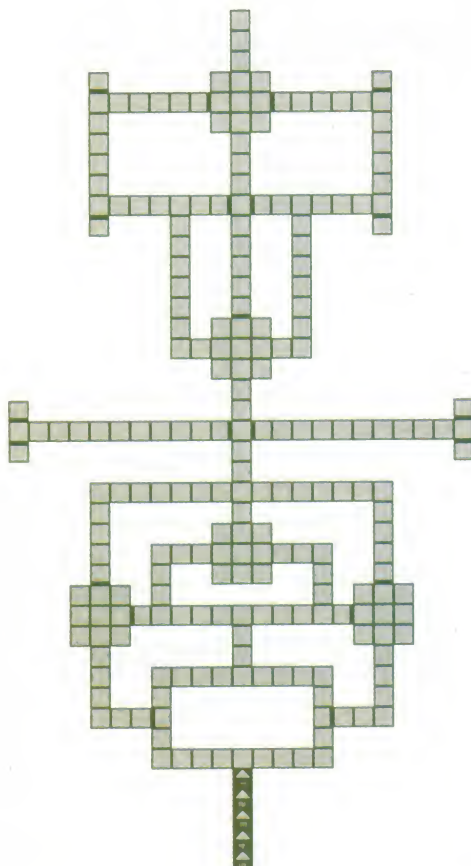
KILLS:

OTHER:



# Swarm

**A** single Terminator must make it from one end of the level to the other, with Genestealers literally swarming all over the place. Keep your unit tight to secure the first bottleneck. Once this is sealed off, the Genestealers within the first zone can be polished off and a secure base made from which you can briefly bottle up the first two Genestealer entrapments before moving on. Make no mistake, the onslaught is remorseless and good hand-to-hand skills will most likely come in very useful. □



## MISSION LOG

TIME:

TERMINATORS LOST:

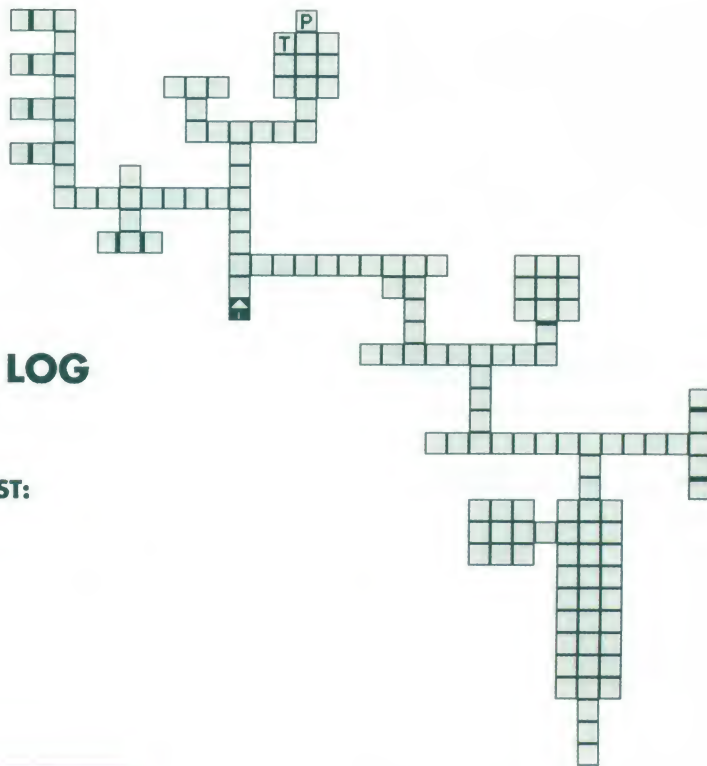
KILLS:

OTHER:

**L**ucius makes a solo star appearance. He must recover a C.A.T. unit and make it to the exit room, closing the door behind him. The C.A.T. has naturally decided to sit in a room with a Patriarch. Watch out for him trying to Jinx or Hellfire you as you collect the C.A.T. Move quickly and use the C.A.T. where necessary to protect yourself.

The CAT will follow you to a degree, but can jam or go in the wrong direction at junctions. Use it to protect your back against the waves of Genestealers from the three entrypoints. When you've killed the Genestealer from the other entrypoint turn, pick up the CAT, wipe out the massed Genestealers and move on. Repeating as necessary. □

## Baneful Foe



### MISSION LOG

TIME:

TERMINATORS LOST:

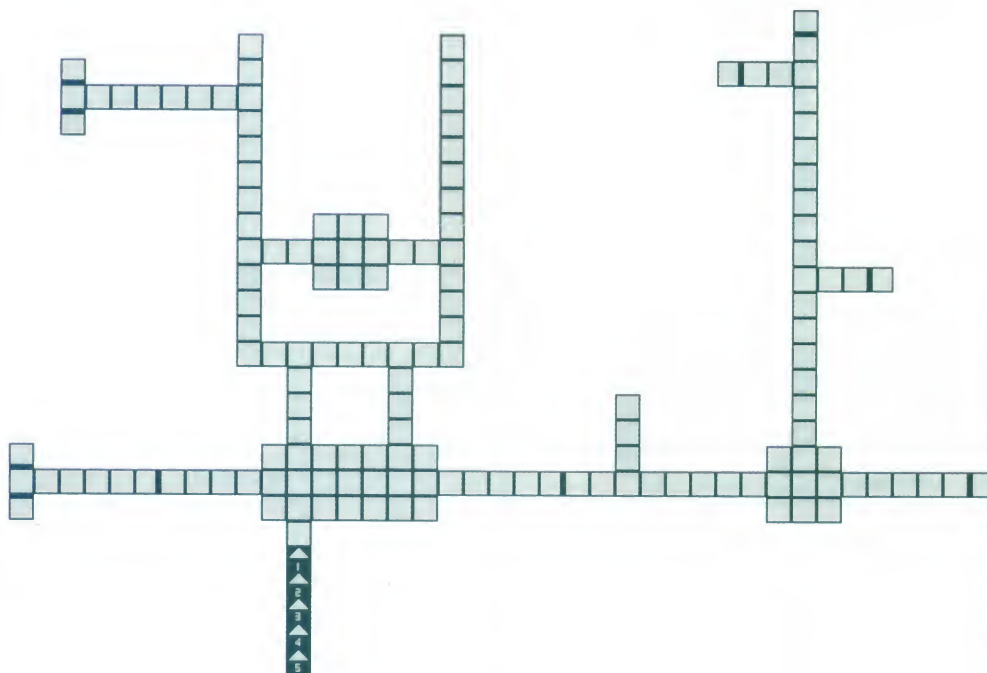
KILLS:

OTHER:



## The Perimeter

**T**wo doors must be sealed and four Terminators have to reach designated areas to establish the eponymous perimeter. There's little room for error, but the doors themselves allow you to progressively block off the attack and it's a good lesson in establishing a defensive zone. □



### MISSION LOG

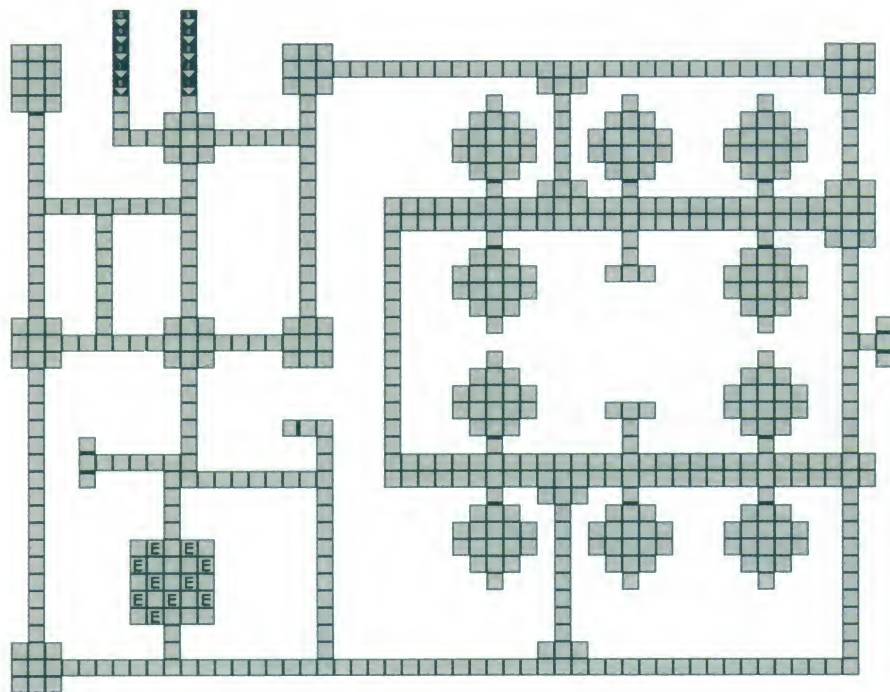
TIME:

TERMINATORS LOST:

KILLS:

OTHER:

# Tech Support



## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

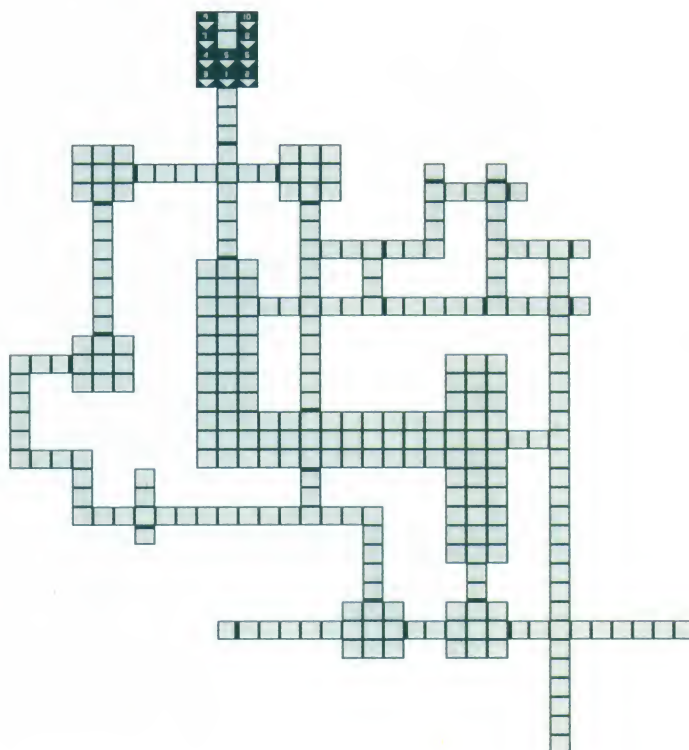
**KILLS:**

**OTHER:**

**E**xplosives have to be placed in ten zones and an exit reached. It's a big level and a big challenge. You have plenty of men though, so it's a question of slowly and cautiously securing the route to your objectives. There are just three Genestealer entry-points and one tactic is to first close them off, establishing interlocking fields of fire in front of them, before having your Terminators wander about with the explosives. □

**T**en Terminators have to exit via two designated corridors. No losses therefore, so you must secure the route with utmost caution. Wherever possible, have two men firing into a junction to seal it. □

# Honour On Trial



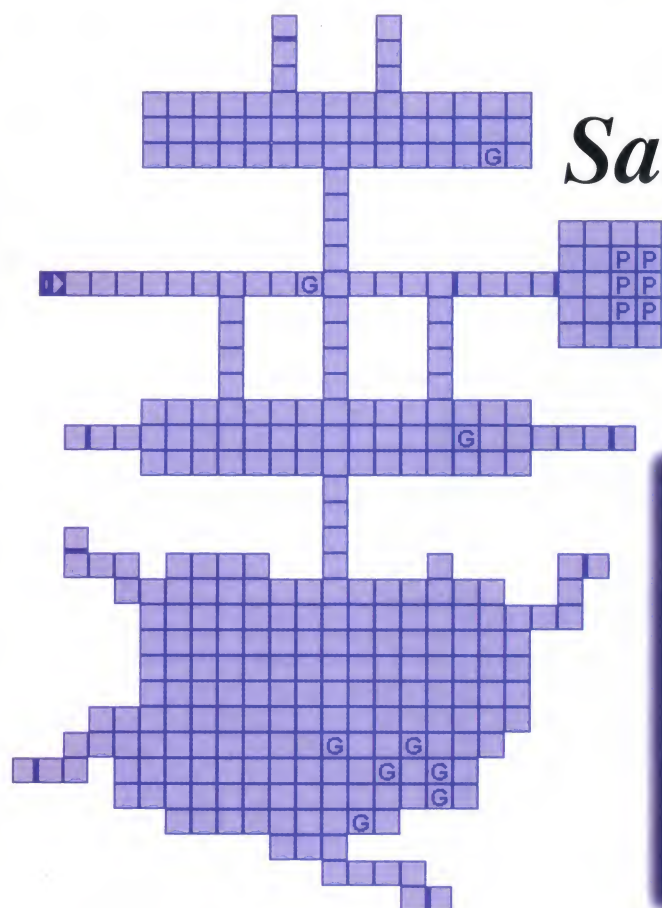
## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**



## Sang-Froid

**T**his mission requires Conrad to single-handedly place six Powerfield Generators at key points on the map. The ingame map only fills in as you explore, so use this one to familiarise yourself with the layout. You should use the Generators as you move, blocking off attack routes as you progress – see Powerfield Generator notes in General Strategies for more advice. □

### MISSION LOG

TIME:

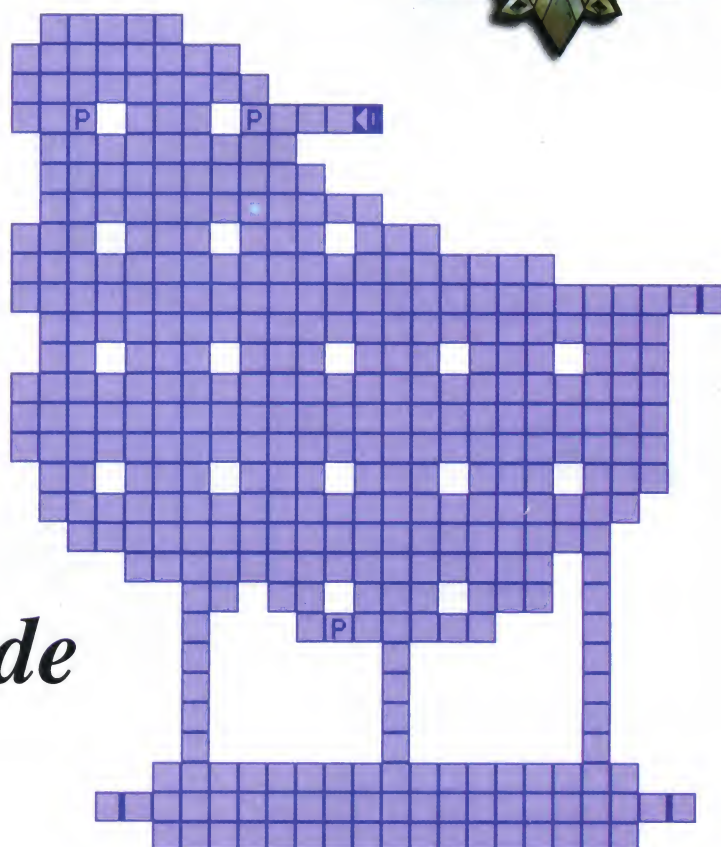
TERMINATORS LOST:

KILLS:

OTHER:



**A** remix of the previous mission in different surroundings with just two PowerField Generators. Conrad goes solo yet again, but fortunately the map is active from the start. Large open areas require some sharp reactions as Genestealers can appear from any direction. Later on, you'll be grateful for your experience using the Generators, honest! □



### MISSION LOG

TIME:

TERMINATORS LOST:

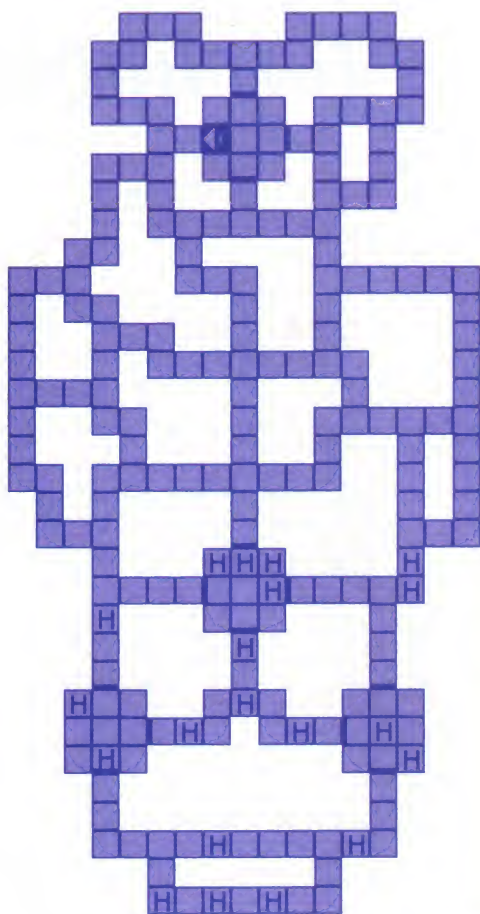
KILLS:

OTHER:

## Blockade

# Entombed

**C**onrad gets to put those shooting skills to the test with this level. The objective is simple: kill all Hybrids. These fiendishly fast, rapid-firing enemies require quick, accurate shooting to be defeated. If you get hit, your vision will blur making returning fire tricky. If you start taking heavy damage, retreat and let your energy build up automatically. Furiously chasing after the Hybrids is a quick way to certain death. Also, when breaking through doors time your shooting so you don't breakthrough only to have your Bolter jam. □



## MISSION LOG

TIME:

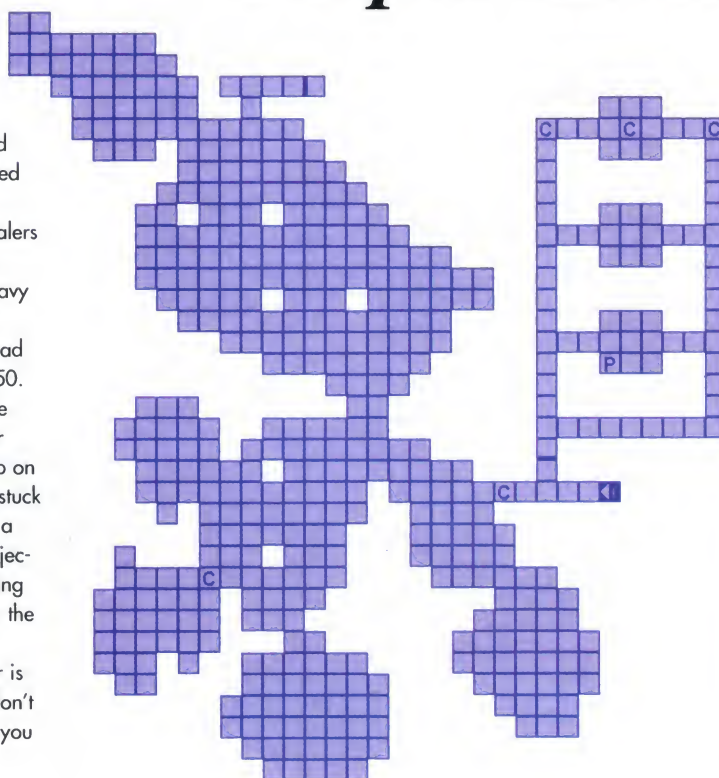
TERMINATORS LOST:

KILLS:

OTHER:

# Torpid Adversary

**S**imply placing a Powerfield Generator in the designated spot doesn't sound that tough... Unfortunately, the Genestealers have been joined by Chaos Space Marines. These are smart, wear heavy armour and are armed with Storm Bolters. Remember, in a head-to-head gun battle the odds are strictly 50:50. There are two Chaos Marines in the main area, three close to the Power Generator (which does not show up on your map). Their aim is to get you stuck between two of them, or even with a Genestealer on your back. Your objective is to draw out the Marines, killing them one by one so you're left with the suddenly rather easy seeming Genestealers. The Power Generator is great for blocking your back, but don't dash for it and hope for the best - you won't get there. □



## MISSION LOG

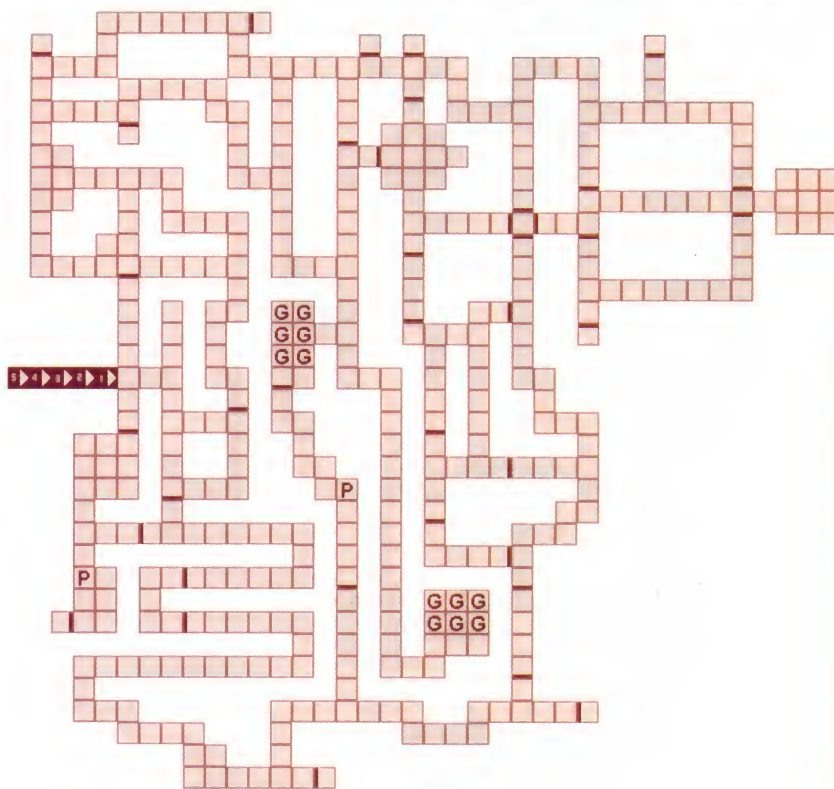
TIME:

TERMINATORS LOST:

KILLS:

OTHER:

# Torchuous



**Y**our objective sounds simple enough, flame one room and get two Terminators to the exit. In fact, it's one of the more difficult missions. The level is a sprawling maze, you have just one Flamer and while the lower route is probably safer, a 22 minute time limit means you can't dawdle and running battles can easily wear you down. □

## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

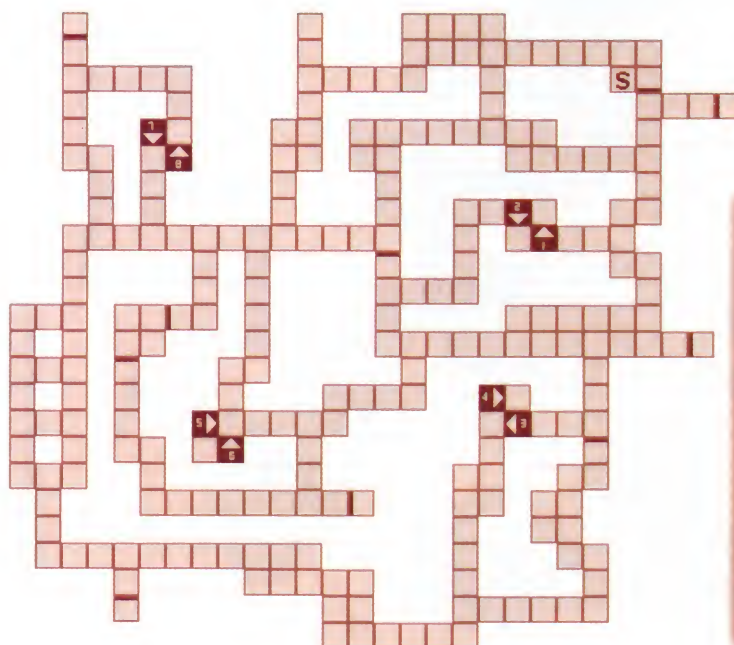
**KILLS:**

**OTHER:**

# Allocate

**T**ime for some multi-tasking. One Terminator has some explosives, another has a Powerfield Generator, both of which must be placed in different zones. A room must be flamed by your sole Flamer and a switch activated. Apart

from the last task, each objective can only be accomplished by a single, specific character. But while there's no margin for error with this one, the enemy onslaught isn't too severe and you don't have to worry about a time limit. Each Terminator has a buddy with him, so by moving slowly and covering each other's backs it's not that difficult. □



## MISSION LOG

**TIME:**

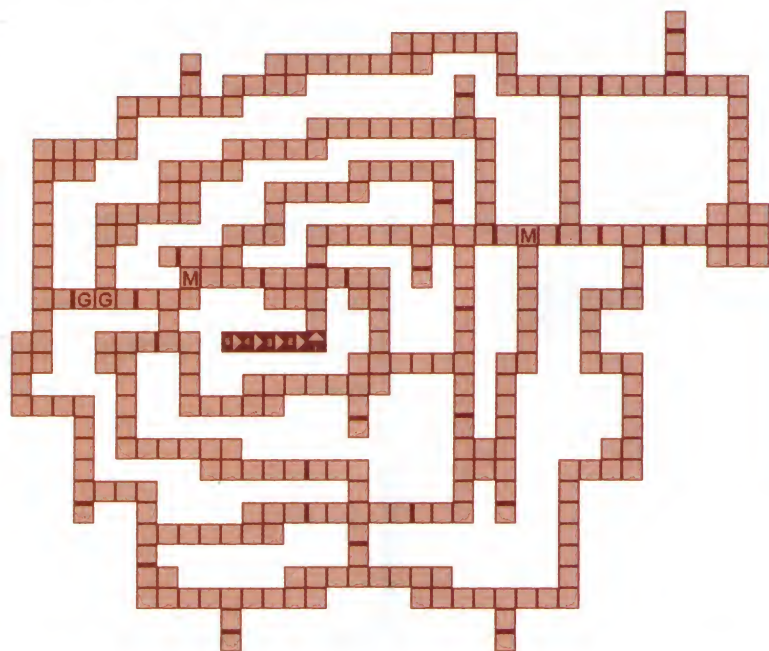
**TERMINATORS LOST:**

**KILLS:**

**OTHER:**

# Penetrate

**T**his is the first time of many that a Cyber Altered Task unit (C.A.T.) is involved. You must retrieve it and get to the exit. Speed is of the essence as you only have three minutes to complete your objectives. □



## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**



## MISSION LOG

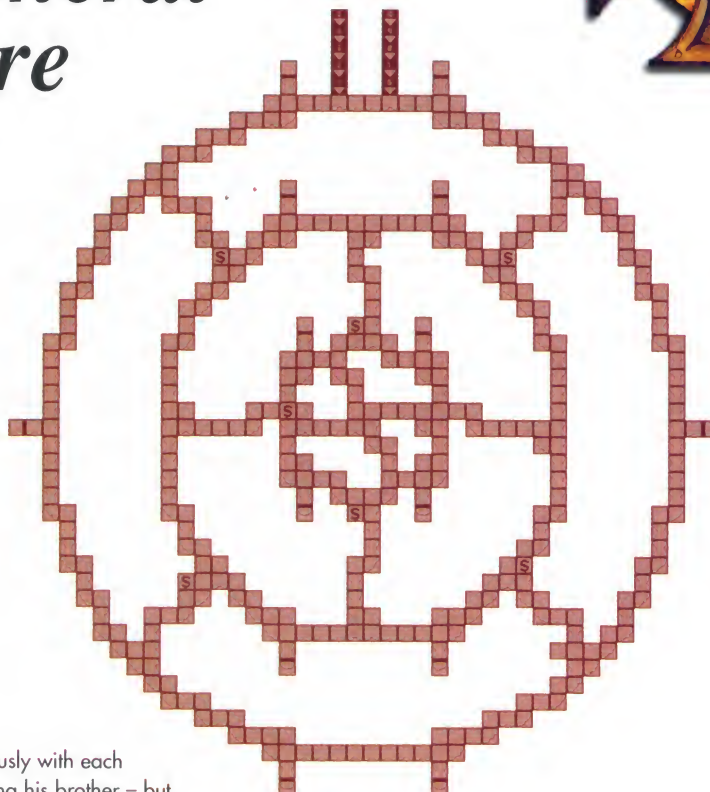
**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**

# Funeral Pyre



**F**our areas must be flamed and five switches activated. You've got a ten man team to do it, but only Aradiel has either a Flamer or Power Glove (vital for the switches). If Aradiel dies, it's game over. The remaining nine Terminators must act like US Secret Service agents, laying down their lives where necessary to preserve him. That's a last resort though, use the map to work out your favoured route and how to best secure it. There's no time limit, so move

slowly and cautiously with each Terminator covering his brother – but especially Aradiel. □

## Caged Fury



**B**e extremely cautious of the Genestealers on this level, as there are some super aggressive ones lurking about. You've got three minutes to get three Terminators to the exit point. Genestealers are streaming out of their startpoints and their attack is relentless. The key is moving swiftly, while always keeping your team tight and organised to prevent a Genestealer breakthrough. Use the map to decide which route you're going to follow and how to secure it. □

### MISSION LOG

TIME:

TERMINATORS LOST:

KILLS:

OTHER:

**Y**ou've got six minutes to activate five switches and get two Terminators to the exit point. It's a big level and there's no time to waste. Further spice is added to the mix by the fact only Octavius has a Power Glove, which is necessary for using the switches. Make sure Octavius always has an extra man or two, so they can block off a Genestealer door. To save time, get the other Terminators moving to secure each objective ahead of Octavius. □

## Escort



### MISSION LOG

TIME:

TERMINATORS LOST:

KILLS:

OTHER:

**F**our areas, which must be cleansed with flame, also happen to contain switches which must be turned on. It's generally best to activate the switch, get out and then flame the room to cover your retreat. If you happen to get caught in the flames, wait for it to spread then quickly run out. Otherwise you'll lose some more energy when the square you've just ran onto gets covered in flames. On the positive side, the flames do not extinguish and spread at such a rate they usually cover the entire area. □

## Spiral Of Strife



### MISSION LOG

TIME:

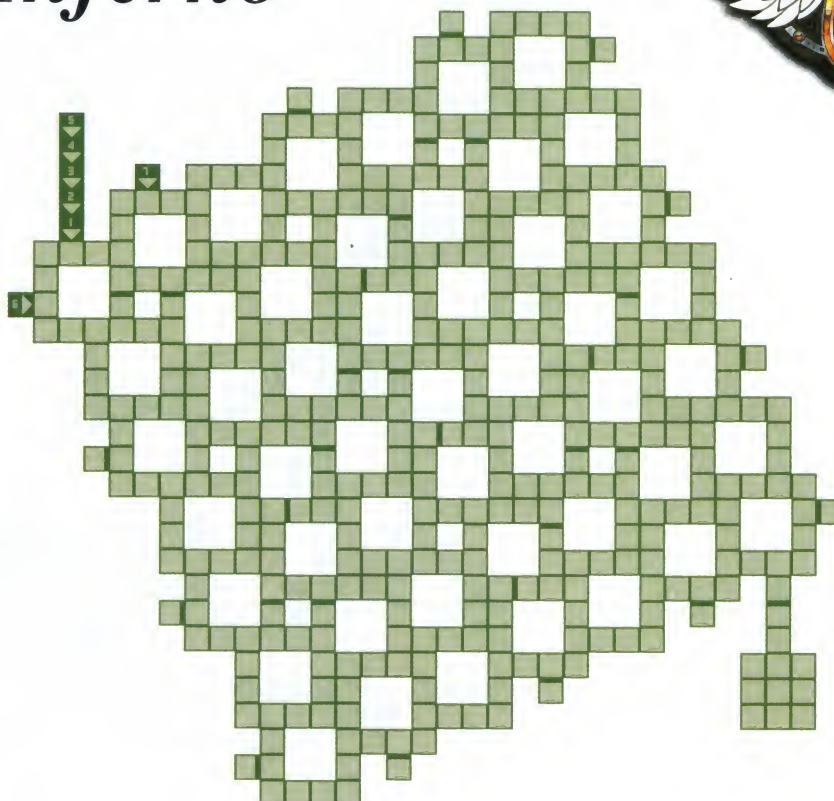
TERMINATORS LOST:

KILLS:

OTHER:

**F**ive areas must be purged with flame and only one Terminator, Malloc, has a flamethrower. A maze of corridors make protecting him tough, but only two Terminators need reach the exit point and, once started, the flame will not burn out. □

## Inferno



### MISSION LOG

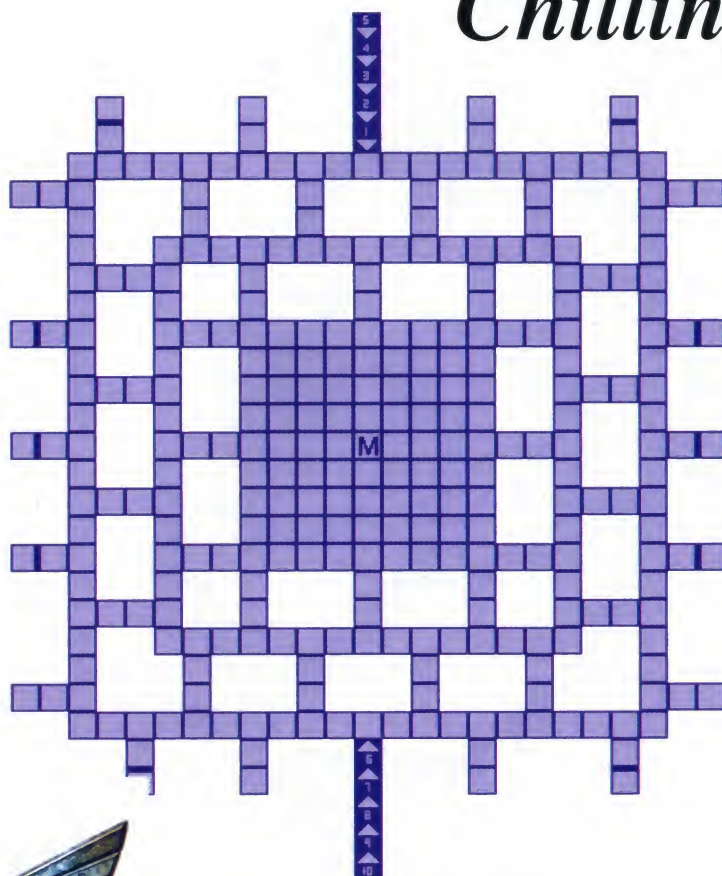
TIME:

TERMINATORS LOST:

KILLS:

OTHER:

# Chilling Encounter



**O**n this icy level all you have to do is get four Terminators to the central killing ground. A lot of your troops are without projectile weapons and must be used sensibly to cover each other. A Magus occupies the central area, but your men shouldn't have too much of a problem in eradicating him. □

## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

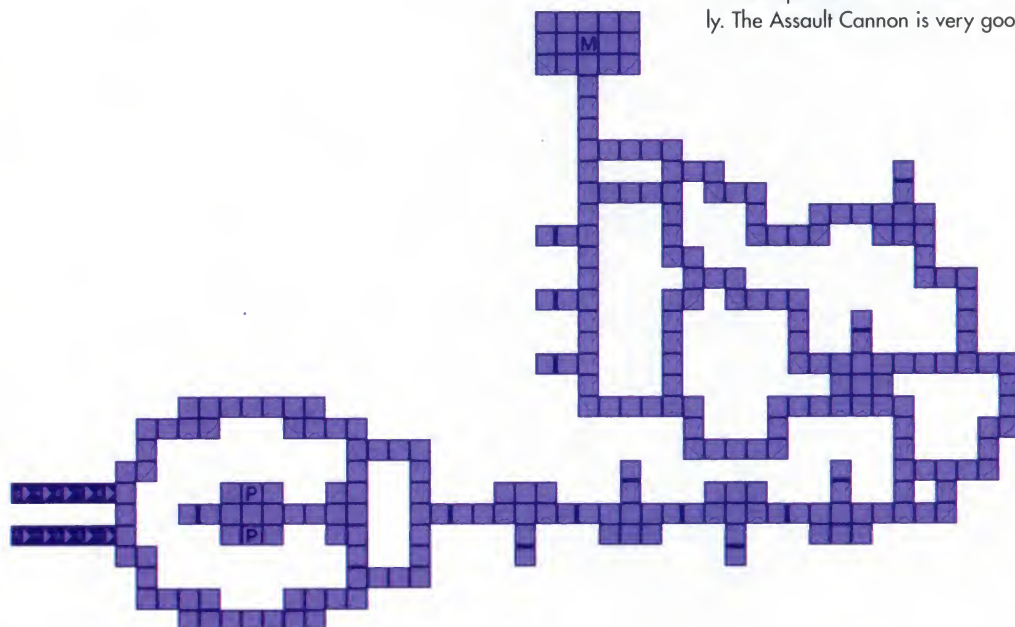
**OTHER:**



# Gauntlet

**F**ive Terminators must run the gauntlet to complete the mission by reaching the exit zone. Genestealers are quick to attack and you must immediately move your men out to establish a killing zone. Order your men so they have a good line of sight down the corridors, they will then pick off the Genestealers easily. The Assault Cannon is very good in

missions such as this, as you can shoot it down long corridors and any Genestealers in its path will be destroyed. There's also a very useful pair of Powerfield Generators, one of which could be used to block off the first Genestealer door. Have a Terminator carry the other one, periodically dropping it to seal off the rear while you secure new areas. □



## MISSION LOG

**TIME:**

**TERMINATORS LOST:**

**KILLS:**

**OTHER:**

Concluded in 3DO Magazine 9

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# Foes Of Ali

"I am the greatest," was the familiar cry of the most famous boxer of all-time. Strangely enough, it's something Dave Perry has been known to blurt out from time to time too. It seemed only right then that we should bring the two together in our four page review of Electronic Art's latest 3DO release – **Foes of Ali**.

## Foes Of Ali

**Publisher:** Electronic Arts

© 01753 549442

**Developer:** Gray Matter

**Save Game:** Yes

**Price:** £39.99

**Available:** Now

Both Ali and Cooper, who's view we see right, have damaged eyes. The dark semi-circle shows Cooper's squinting eye, and the combination of motion blurs and red and white flashes make the POV camera angle by far the most effective for appreciating the head rattling violence of boxing.



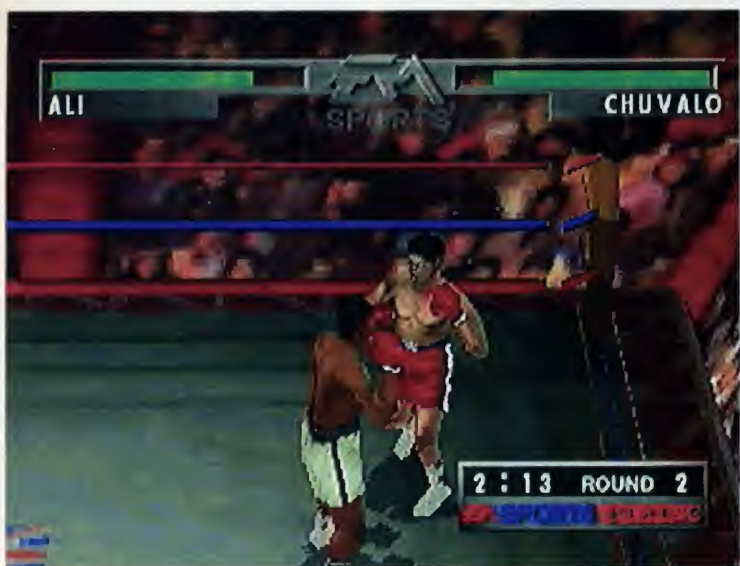
The blimp view may not be very useful, but it shows of Gray Matter's superb graphics, with a brilliantly rendered crowd, flashbulbs exploding. There are an amazing 21 different views to watch the action from, including TV coverage, over-the-shoulder and POV, each offering unique advantages for gameplay.

**B**oxing, it's a funny old game. Well, it is as long as you're not the one on the wrong side of a good slapping from some enormous gorilla with fists the size of bowling balls and a keen desire to turn your nose into silly putty. It's a sport that draws huge crowds, pulls in mega bucks for its top exponents, and makes household names of its champions. The primal attraction of watching two men in peak condition fighting toe to toe until one is beaten so badly he can't go on seems irresistible – I guess it appeals to the caveman in us. But every now and then the sport throws up a genuine craftsman, a pugilist that can make the

barbaric simplicity of punching another man senseless appear beautiful, someone who captures the imagination of ringside fans and the media. The list of fighters of this calibre is unsurprisingly short, but no matter who you ask for their personal candidates one name will always come out on top – Muhammad Ali.

Self proclaimed as 'The Greatest', Ali burst onto the scene as a slim and lightning fast youngster called Cassius Clay. Nicknamed the 'Louisville Lip' for his outrageous swaggering and boasts, he proceeded to taunt his opponents, write poetry for the press, and predict which round he would knock out his

next rival in. He did all of this with a panache and enthusiasm never before seen in the sport, and embarked upon a career that saw him become the most recognised face in the world, an icon to a generation and win the World Heavyweight boxing title a record three times. He was arguably the most gifted fighter of all-time, inventing strategies like the 'rope a dope' against George Foreman in Zaire, audacious moves like the Ali shuffle to throw other fighters off guard, and even going on a campaign called 'Bum of the Month', where he travelled the world taking on anybody foolish enough to fight him. It seems fitting then that a career as glittering as



**"Ali is the most playable next generation boxing game to date.. well presented, slick and full of enough options to afford 3DO owners with variety without being excessively complicated."**



Above, despite blurred vision, Ali delivers a punishing left hook to Cooper. Top left, Chivalo gets harrassed into the corner. Left, the umpire introduces the action.

Ali's should be immortalised in a videogame. It is also fitting that that game should be written by the undisputed kings of sports simulations – Electronic Arts.

*Foes of Ali* is, of course, not Ali's first videogame outing. There was *Muhammad Ali's Heavyweight Boxing* by Virgin on the Mega Drive a couple of year's ago. But this is the first game to offer fans the opportunity to embark upon the actual career path taken by the great man himself, trading blows with fearsome boxers from the past, like Sonny Liston, Joe Frazier and Kenny Norton, to see if you have what it takes to be 'The Greatest'.

The game can be played in three main modes; Exhibition, Tournament and Career. The first two modes allow you to play as any of the other ten fighters included in the game. Every fighter has been painstakingly created not only to look like their real world counterparts, thanks to the 3DO system's incredible texture mapping capabilities, but also to fight like them. For example, if you take on Joe Frazier he will keep on coming at you, head down, trying to trap you in a corner and hit you with those big bombs. Take on a CPU-controlled Ali and he'll dart snaking left jabs in your face all evening. And step into the ring with

Henry Cooper and the effect is a little like peeling a soft tomato with a blunt carving knife. Always plagued by a thin skin was our 'Enry.

The third mode of play places you in the shoes of Ali himself as he slowly works his way through a very rough version of his career. Beginning as Cassius Clay (he later changed his name after joining the Nation of Islam), you have to plough your way through all nine CPU-controlled fighters, finishing with Leon Spinks, who, of course, Ali won his last world title against. Sadly, due to copyright and so forth, there are some key fights missing, like *The Rumble in the Jungle* with the



**Tournament mode lets you battle your way through your own selection of famous fighters, pacing yourself accordingly.**

*continued over >*



There's two minutes forty seconds left of the third round, and Cooper's energy is starting to ebb, his face, quite literally, torn apart. Right, Clay takes a rest, the canvas around him drenched in blood. Far right, the blow that sent him there.



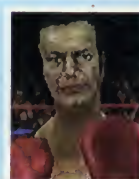
**Ali** was arguably the greatest fighter of all-time. As a skinny Olympic gold medal winner from Louisville, he stunned people with his speed and bravado. By the time he retired he was the most famous sportsman in history.



**Chualo** is a brawler, renowned for taking punishment in true, La Motta style. He's not great in defence, and bleeds easily, but a powerful attack and courage make him a first rate battler.



**Cooper** dumped a cocky young Cassius Clay onto the canvas for the only time in his career with 'Emmy's' Ammer. Cooper always had a problem with getting cut and was promptly beaten to a pulp once Clay got back up.



**Ellis** is described as a smaller version of the great Ali himself. Intuitive, good at moving around the ring and capable of throwing some decent punches, he's a good fighter to try out when you start play.



*continued >* young George Foreman, who doesn't appear in the game at all. I guess they couldn't fit his sprite on the disc! But on the whole it is a reasonably accurate interactive trip down the heavyweight division's memory lane.

The action can be viewed from 21 different camera angles, ranging from the ultra-real first person perspective, where you can truly appreciate the attention to detail the programmers have put in, trying to recreate as life-like a reproduction of the actual fighters as possible, to the ridiculous blimp view where you play from about a hundred feet above the ring. There is also a custom view mode allowing you to set up a perspective that best suits you, adding even more player control, and once again impressing with the intricacy of the 3D environment that EA have typically managed to create for this game.

However, the best way to play is definitely in the first-person mode as a nice innovation from the programming team means that your vision slowly gets

more and more obscured as your eyes close up under the barrage of blows you receive. This helps to convey that feeling of anxiety injured fighters must feel. As does the double vision you suddenly suffer from if hit by a particularly hard punch. Time to defend and back away until you regain your senses.

As with most next generation boxing titles, *Foes of Ali*, suffers a little from the limited repertoire of punches available to the fighters, and those that are at your disposal lack that little bit of impact that has you on the edge of your seat, and even with the blood and sweat spraying around, the action can appear a little stilted at times. I realise that EA have tried to provide as realistic a simulation as possible, but I think it is always worth remembering that at the end of the day this is still a game, and so stretching the reality border in aid of a bit more action might have been a good idea.

Whilst I'm being picky, I have to say that I can't help feeling slightly shocked at the extent to which the violence and

brutality of boxing is represented in *Foes of Ali*. At a time when the sport is receiving criticism from all quarters, with death and crippling injuries seeming to be a regular occurrence, it seems slightly reckless, but also brave of Electronic Arts to put so much effort into graphical displays of the very injuries that have had the unsilent minority screaming for boxing to be outlawed in recent years. The amount of blood that sprays across the ring as you unleash blow upon blow in your rival's face is bordering on gratuitous to say the least, and by the end of a bout the canvas is usually stained red, like the floor of an abattoir. Also, the damage done to your opponents face ultimately gives him a grotesque and zombieish quality as he continues to walk onto your punches, looking like some B-Movie fiend with gashes and cuts contorting his face into a hideous mask. I wonder if this level of realism is really necessary. Admittedly you can turn off the blood if you want, but the inclusion of such graphic detail, certainly does



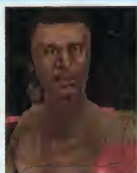
Historical competitions are perhaps the most fun. Pick a famous fight, listen to a narration of who won in real life, the stats of the fighters etc. and then try to rewrite history...



**Frazier** was Ali's arch-rival, and was the fighter who succeeded him as World Champion when he was first stripped him of his title for not going to Vietnam. Their most famous battle was called the 'Thriller in Manila'.



**Liston** was pursued relentlessly by the young Clay until he gave him a title shot. A ex-gangster, Liston was labelled 'the big, ugly bear' by Clay and humiliated in two great fights as the youngster "shocked the world!"



**Norton** of all Ali's opponents, was probably the trickiest. Their bouts were close. He made a name for himself by actually breaking Ali's jaw in the second round of one of their fights, but Ali stayed on his feet and went the distance!



**Spinks** beat an old, slow and overweight Ali to briefly become World Champion before 'The Greatest' gathered himself one last time to make history and win the heavyweight crown for a record third time.



**Wepner** is big and ugly, making up for average boxing skills with brute force and brawn, to wear opponents down. He's prone to injure easily, and punches pretty soft, but should not be underestimated in battle.



**Foster** is an enormously skilled fighter, who can pull off precise, powerful punches. Another good fighter to practice with, his left hook and straight right are notoriously effective, even against much heavier opponents.



little to help boxing's cause, and with Ali himself now little more than a frail and shuffling shadow of his former self after arguably one or two blows too many to the head, you have to wonder if he has personally given his approval to this side of an otherwise impressive game.

Sorry to be such a prude. In fact, I have to admit that as a great fan of beat'em-ups and extreme video game violence, I actually enjoyed splitting open Henry Cooper's face. After all he was the one responsible for getting me to believe that wearing Brut aftershave was cool in my younger years. And watching the awesome Joe Frazier, not a pretty man to begin with, slowly turn into a blob of stumbling scar tissue gave me great satisfaction, as a games player. But as a boxing fan, and know-



Above, classic action from Ali and Frazier. The extraordinary beauty of the visuals in *Ali* make it easy to simply watch someone else play, EA yet again moving the sports videogame ever closer to real sports TV coverage... Left, the great Ali gets knocked to the floor by bulky Wepner. Will he be down for the count?

ing how the media like to jump on the 'videogames are bad for you' bandwagon, whenever the opportunity arrives, and also taking into account the current political climate towards boxing, I think that no review of this product would be complete without at least bringing the point up.

Of course, the graphics aren't the only way that *Foes of Ali* sets the scene for the gamesplayer. The in-game FX help give that big arena feeling to the bouts. The crowd's catcalls and jeers when the fights are getting a bit slow add a quirky atmosphere to the proceedings that is only topped by the rising crescendo of cheers you receive when the action hots up. Even simple samples, like the ring bell that sounds

when you select your options help to get you in the mood for going 12 rounds with 'The Greatest'.

On the whole *Foes of Ali* is the most playable next generation boxing game that I have reviewed to date. It is well presented, slick and full of enough options to afford 3DO owners with variety without being excessively complicated. There is plenty of room for improvement, and I'm sure that if this game sets a benchmark for other developers we can look forward to some superb bouts of console fisticuffs in the not too distant future. Still, for now, we have a win by knockout, and the new champion is... ☐ dp

**3DO Magazine rating: ★★★★★**

# Don't pla

# Play3DO

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# yaDodo



# Shock Wave

Glorious Dolby Surround Sound, breathtaking FMV and two CDs packed with game data confirm **Shock Wave 2** as a true mega-project. Studio 3DO may have produced a slew of hugely playable games recently, but no-one can compare with EA for truly cinematic presentation.

**Shock Wave 2:**

**Beyond The Gate**

**Publisher:** Electronic Arts

© 01753 549442

**Developer:** ATG

**Save Game:** 9 SRAM slots

**Price:** £44.99

**Available:** Now

An enemy hovercraft's shields glow orange under fire, while a superbly detailed fighter swoops low to the right. The superb design of the various enemy craft is one of *Shock Wave 2*'s strongest points.



While the original had the flavour of a big-budget movie, the sequel is more like one of the new, high-budget US TV series with the Cortez hopping from planet to planet, episode to episode, a bunch of worryingly young crew onboard to broaden the demographic appeal. Hype about a more open structure is only half true, mostly limited to offering you a choice of which order you take the next two or three planets.



**W**hile you expect a long, state-of-the-art intro, *Shock Wave 2* still surprises.

Maybe it's because one of the aliens is a tasty brunette with red-eyes and a proclivity for gunning down innocent security guards – always the best sort of xenomorph, we think. She also happens to be accompanied by a four-legged Pirate beastie. These two make off with a mysterious artefact we'd earlier seen discovered in a scene reminiscent of the start of *Aliens*.

Cue the Cortez, a rather unconventionally run starship complete with a communications officer in a Hawaiian shirt and a teenage helmswoman wear-

# 2 *Beyond The Gate*



Above, the hovercraft rips through an enemy installation – watching polygon debris fly through the air is a great kick. If guns and missiles seem too slow, select a nose ram to simply smash through the aliens. Below, the FMV is arguably the best yet seen. This sequence shows the liberation of an alien prison with enough extras to do justice to Lawrence of Arabia!



ing a baseball cap backwards. They set course for the outpost, only to find it already under investigation by the Mercury. The two captains exchange insults, before an enemy ship announces itself with a hail of laser-bolts. The two human ships give pursuit like drag-racers on a Saturday night game of chicken. The Mercury bottles it, the Cortez doesn't and warps through the JumpGate into the game proper.

It turns out the structure of the original has been comprehensively overhauled with the interlevel FMV smashed into dozens of pieces. Rather than simply watching the CO's briefing, it's up

**"Enemy vehicles appear to be more numerous and faster, while the designs are excellent and highly convincing. Yet for the most part, under the new paint it's the same mix of swirling fighters, slow-moving tanks and fixed guns – there's nothing startlingly new."**



to you to review comms messages, examine target zones and select your craft's outfitting. There are three types of craft, a fixed gun turret used for covering allied craft activity, plus a hovercraft and fighter. You can choose the fit of missiles and lasers, rapid-firing versus maximum damage, as well as a wide range of fun gizmos such as shield boosters, ramming devices and a mapper. The latter fills the right VDU with a map of the immediate landscape, highly useful for some of the more maze-like levels. Choosing the right gizmo can be vital.

As with the original, blasting the heck out of alien scum is only part of



Above, the alien prison's gun turrets can only be knocked out if you've destroyed the scattered power generators supporting their shields. There's a tactical element to almost all the shoot-'em-up action.



Left, this switch powers down a particularly lethal forcefield. Below, your troops discover a pair of aliens – what are they doing? The plotline of *Shock Wave 2* is exceptionally twisted and finding out what happens next is a big lure to replaying that last level one more time – this time you'll finally do it!



the fun – the main challenge is figuring out their various defences. One level has a forcefield which saps your power within seconds of leaving a tiny safe area. To power down the field you need a transponder gizmo and a plan showing how to use it. If you carelessly forget to review your comms messages, the relevant info is eventually downloaded onto one of your ship's VDUs. If you don't even bring the transponder, time to quit and restart.

Fortunately, unlike the famously cumbersome and temperamental save system of the first game, the sequel features an auto-save and unlimited lives. And if you think this implies the game's

*continued over >*



Above, an alien fortress is protected by massed hovercraft and alien fighters. On the right, a hovercraft's shields absorb your first salvo. While the gun turret is a distinctly static toy, the intensity and variety of enemy forces will certainly keep you occupied. Allied vehicles slowly inch across the terrain, while ICE coolly warns 'main enemy force approaching' when you're already knee deep in all sorts of imaginative oddities, like spring-jumping gun turrets. Fortunately, you can rotate 360° to sweep the whole combat zone.



continued >



**If you don't have a Dolby Surround System, try playing with headphones plugged into your joypad – the sensation of fighters whizzing about your head is stunning. Sound throughout the game is excellent, realistic and highly involving.**

got tougher, you'd be right. Levels are often quite murderous until you've figured them out, and even then they're never easy. Compensation is provided by far greater variety of gameplay and the pay-off when you succeed. Somehow, checking your comms log for new messages is far more exciting than simply getting hit with a single, long FMV clip.

While the presentation is the best we've yet seen, faultlessly carrying forward a genuinely intriguing storyline involving lost human ships and numerous warring alien races, ingame graphic improvements whilst substantial, are not quite so radical. The terrain is as hilly as *Operation JumpGate*, but far brighter and more colourfully varied.

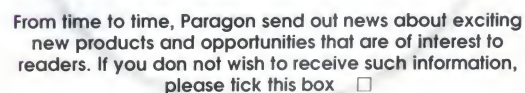
The various ships all have their own highly realistic cockpits, with the protruding guns changing according to choice, while your missiles trail translucent contrails and enemy shields shimmer believably. Enemy vehicles appear to be more numerous and faster, while the designs are excellent and highly convincing. Yet for the most part, under the new point it's the same mix of swirling fighters, slow-moving tanks and fixed guns – there's nothing startlingly new.

Similarly, the feel of the vehicles you control is rather mundane. Pathetically rolling back after trying to scale a small hill with your hovercraft is a dramatic contrast with the zesty, soaring flight possible in *Star Fighter*. Given such

limited craft, hazards such as instantly lethal lava flows and a 'gravity source' which can pull you miles off course can seem particularly irritating. At times, you wonder if the toughness of later levels is due to a fiendish games-designer or simply stringing out a challenge with just 13 missions.

Overall, *Shock Wave 2's* main strength is its flawless composition of state-of-the-art FMV presentation with a sophisticated and intelligent tactical shoot-'em-up. While the core gameplay may lack the exhilaration of *Star Fighter* or *PO'ed*, the sophistication of the puzzles and tough, varied challenge will bring many fans. □ ssw

**3DO Magazine rating: ★★★★★**



# Interactive

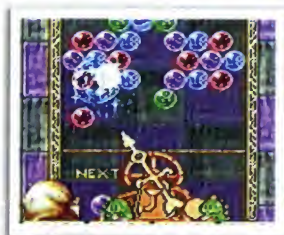
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ELECTRONIC ARTS®

Studio 3DO and Electronic Arts - paving the way for a new generation of gaming. See Justin Heathcote, who's also concerned with converting his wife to the 3DO cause. Whilst ALG's Her Interactive series may prove too obviously targeted (below right, McKenzie & Co.), recent favourites *IceBreaker*, *Killing Time* and especially *Puzzle Bobble* (below) should convince anyone of the joys of videogaming.



**T**hank you for producing such an excellent adult-oriented magazine - it really is a pleasure to read, as well as being an essential source of information! On which subject, a few questions...

1) Please, please release 3DO Magazine on a monthly basis. Paragon's **CD32 Gamer** can only boast at most two game reviews per issue, but it is still released monthly. **3DO Magazine 6** had ten game reviews, which could have been divided between two issues - life really can be quite desperate, waiting two months between issues.

The bimonthly issue is only partly connected to editorial, it also involves the availability of demos - while these are very popular with readers they're also very hard to organise because, unlike CD32, there's no PD material, most games are produced overseas and all 3DO titles must be encrypted by 3DO themselves.

2) The CD case holding the cover discs for issues one and six are a much better idea than the plastic wallets used for the other issues. Why do you keep changing your mind on this subject?

**Cost.** As part of increased promotion we've now decided on jewel cases CD packaging, but they're considerably more expensive than plastic wallets.

3) The 3DO console, with its in-depth games are a complete joy. What a pleasure it is to play 'simulations' such as *NFS*, *Road Rash*, *Space Hulk*, *FIFA*, *WCIII*, *Flying Nightmares* etc. With these games, you do feel like you are

involved in the experience. In the past, I have owned a Spectrum, C64, Amiga 600, CD32 and finally a 3DO. All of these machines have boasted their fair share of involving simulations. I steer clear of the rubbish that emanates from Japan, I refer of course to the Mega Drive, SNES, PlayStation and Saturn. These machines and their software are built upon a foundation I call 'fantasy' genre. They produce games such as *Sonic*, *Mario*, *Tetris*, *Ridge Racer*, *Donkey Kong Country* etc. These games are often very shallow and completely fail to draw you into an 'interactive experience.' Can you imagine that you

are a blue hedgehog, for example. It is much more exciting to feel the heart-pounding adrenaline action as another gene stealer closes in for the kill in *Space Hulk*. If you want reality, buy a 3DO, if you want to be a blue hedgehog, then buy Japanese.

I have to confess I've often been a blue hedgehog, or more commonly a plumber with *Super Mario Kart* and

*Super Mario World*.

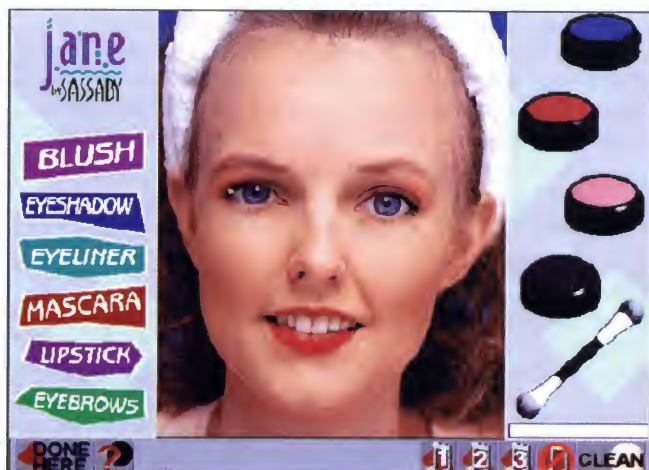
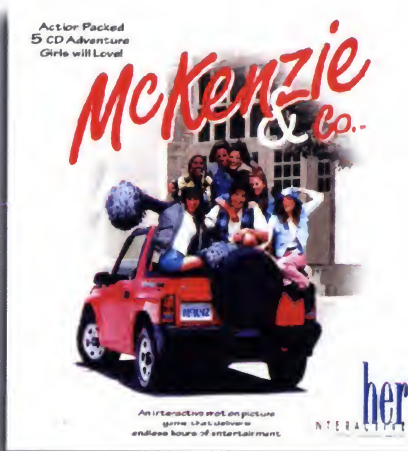
Nintendo has taught the world of games a great

deal about user-friendliness and gameplay structure, EA included. However, 32bit graphics processing and CD storage allow for a degree of realism unimaginable on 8 or 16bit consoles. EA and, latterly, Studio 3DO are currently leading the way for genuinely next generation gaming in a way neither Sega nor Sony have yet grasped.

5. Are there any female oriented products on the market? I'd like to introduce my wife to the world of 3DO!

American Laser Games are working

**"Are there any female oriented products on the market? I'd like to introduce my wife to the world of 3DO!" - Justin Heathcote**



on interactive adventure *Madison High*, originally in their Games For Girls sections which has now been renamed Her Interactive. However, plenty of existing 3DO games appeal to people new to videogames and uninterested in blood-splattered ultra-violence. *Twisted* and *Puzzle Bobble* are excellent multiplayer games, while the surreal shoot-'em-up *Icebreaker* has proved very addictive for Mark's Significant Other. *Killing Time* might also be worth a look, although it's exceptionally violent, producer Juliann Appler has provided a strong, mystery-based narrative and Tess Conway provides a strong female character at the story's heart.

6) How many 3DO's have been sold in the UK?

3DO are aiming for some 50,000 machines by the end of the year, a tiny fraction of the 750,000 world total principally made up of American and Japanese sales.

7) Who is winning, GoldStar or Panasonic? And what has happened to the Sanyo, AT&T, IBM and Motorola machines?

GoldStar have only recently entered the UK market, but their £299 price-point was a key factor in the recent round of pricecuts. As for Sanyo, their 3DO machine has only ever been released in Japan. AT&T were an early 3DO investor and have displayed a 3DO case design, but their plans for a modem-equipped system sadly never came to fruition. IBM and Motorola have never said they'd build consoles, they are instead members of the PowerPC consortium which played a key role in the development and, soon, the mass production of M2's custom chips.

8) Please print more high score tables in your fabulous magazine. I think a *Space Hulk* hall of fame would be good. Here's a couple of scores to get you started: Famous/Amael/Grand Hall=186. Saphon/Chilling Encounter=456.

Flattery will get you almost anywhere. We had a fabulous response to the *Need For Speed* high scores, but *Space Hulk* seems too big for an ongoing feature.

9) Is there, or is there likely to a null modem released for 3DO? Me and my friend would love to link-up machines for a two-player extravaganza. Two-player *Space Hulk* would be amazing. 3DO *Doom* was apparently written

with link-up software, but 3DO refused to supply hardware specs. As with VideoCD and memory cards, a modem upgrade is now regarded as part of the M2 project rather than 3DO I. M2's PCMCIA interface should make a modem add-on very easy, and Hugh Martin has already gone on record saying a PlayStation-style serial link is included in M2's spec (see 3DO/7).

Many thanks for taking time to read this letter, it's a rare missive which does not ask when M2 and *Doom* are released!

I myself am an engineer within the IT industry, working with PC's, not 3DO's sadly. Perhaps you should run a survey to find out who and what your readers are? Justin Heathcote, Swindon, Wiltshire. P.S. When are M2 and *Doom* released?

*Doom* is here at last, and reviewed on page 12. As for M2, that's now due to debut in the second half of 1996, probably in Japan or America first. A European release hasn't been officially announced, and could partially depend on how Panasonic approach the PAL/NTSC problem discussed below.

**F**irstly (I know everyone says this), I liked your recent magazine, its features and news on the latest developments for the 3DO's future are great. However, I think that this month's price for the magazine is very disappointing. I and all my friends who own a 3DO were okay with paying five quid for the mag, but we still thought it was a bit pricey, but six quid? How can you justify this price when you only include nine reviews of games, (most of which are biased towards the 3DO, glorifying it) and filling a lot of pages with pretty useless stuff, such as the Next Month page. We teenage kids don't have the money for mags at six quid a time. We'd rather spend six quid getting pissed down the local pub!

**Richard Tracey, Hornsea, N. Humberside.**

The editorial team are no happier with the price increase than you. We're trying to change it, but as you can see there's very little advertising support



from third-party publishers. However, if you subscribe, the magazine is far cheaper. With a six issue subscription, you pay £3.83 for each issue delivered to your door and with a twelve-issue subscription it's £3.75. Many people don't like subscribing I know, but it's certainly one way round the increase. As for the number of reviews, erh, we can only review what games are available!

**Educational but fun? Definitely fun, the aging yet definitive party game, Studio 3DO's *Twisted*, still packs 'em around the TV. See letter from K. Charman.**

**I**t was your magazine that persuaded me to purchase my REAL player, and I must say that I haven't looked back at all. I have several titles including two educational titles, as well as the great *Return Fire*.

Anyway I thought that I would write a positive letter to you for a change. I must say that I'm pretty fed up with all the other 3DO owners that write to you moaning and griping about how much

better the Saturn and PSX are. And let's face it with all the software already on

the shelves and the great titles now coming out, why worry? Then, of course, there's M2.

Anyway, I do have a few questions as well.

1) Can you give me a list of educational titles? I already have *The Animals* and *Oceans Below*, are there any more available?

We'd heartily recommend Studio 3DO's *Station Invasion* and EA's 3D *Atlas*. Also, Studio 3DO's *Twisted* and *Zhadnost* are fun multi-player games with educational questions and IQ-



**Another pound for 3DO Magazine? Richard Tracey speaks out for teenage kids.**

continued over >

continued > style tests. All of these are officially available in the UK and can often be picked up at bargain prices from retailers initially unaware they were educationally oriented. The range is much bigger in the States with titles such as *Mathemagics*, *Sid Meier's CPU Bach* and, for a much younger audience, *Sesame Street Numbers*, *Putt-*



*Maps of Death*, from Studio 3DO, the expansion disc for *Return Fire*, reviewed this issue. Expect the full blown sequel on M2. See letter from K. Charman.

*Putt Goes To The Moon*, *Putt Joins The Parade*, *Fatty Bear's Birthday Surprise*, *Fatty Bear's Fun Pack* and *Shelley Duvall's It's A Bird's Life*. Most import shops advertising in this magazine should be able to get hold of them for you. And when M2 finally arrives, Dorling Kindersley's VideoCD educational series is highly recommended.

2) Is there going to be a sequel to *Return Fire* and if so it will be out for M1 or M2?

Yes, and it'll be for M2. In the mean-

time, check out the mission disc, *Maps of Death*, which is reviewed in this very issue.

3) Are Saturn and PSX upgradeable like 3DO, or will the owners of those systems have to buy a whole new console?

Sony's plans are for a new PlayStation in 1998. It may be compatible with previous PlayStation titles, but it is unlikely there will be an upgrade for existing consoles. If Sega don't adopt M2, their next machine will probably be

designed by Lockheed Martin and is highly unlikely to have any compatibility with the Saturn's architecture.

4) With MPEG1 built into M2, will it be able to play any VideoCD or will they have to have the 3DO logo?

VideoCD is a general standard and any such CD will play on M2.

5) What is the latest news on M2 with regards to price and release date? I have to say I can't wait to get hold of *Space Hulk*, *Quazar*, *BattleSport* and the next issue of your magazine!

K. Charman, Crower, Norfolk.

**J**ust a couple of questions:  
1. Is there anyway I can get the second 3DO Sampler disc?

Unfortunately not, every issue up until issue 6 has sold out and cover CDs cannot be sold separately.

2. Do you know the exact date your 3DO Magazine Special will come out, so I can make sure my newsagent has it.

3DO Gold is available now and can also be obtained direct from our Mail Order depart-

ment. It's worth a look even if you've got all the previous

issues as many reviews have been reworked to keep them up-to-date, including the 35 reviews from the famous issue one.

Also, to all those who need issue one of your magazine, I'll swap mine for the M2 when it comes out... Maybe!

Anyway, I hope you can answer my questions.

Tim Wardle, Shanklin.

PS Is there anywhere I can get merchandise from? (Such as T-shirts, key rings etc.)

In the States, there's quite a range or 3DO merchandise from T-shirts to sweatshirts and even denim jackets. Unfortunately, you can only order them in America or Canada - there are no plans to offer them in the UK. However, if there's a big enough demand we could look into offering them ourselves. What do other readers think?

**I** purchased my UK PAL 3DO a week after it was launched and was disappointed with the letterbox games display. I am aware of the resolution difference on

PAL and NTSC, however 320x200 is not full screen pixel match on NTSC either. The picture is made to fit the screen, so why is this not done for the PAL version? I find the varying degree of borders to be a real pain. There is so much black stuff around *Street Fighter II*, for instance, that I thought the tube had gone on the telly! Sony and Sega's solution is to run full width pictures with a small border at top and bottom. This is not as ideal as full screen, but a lot more pleasing on the eye and much less of a distraction to a game than a two inch black border all the way around.

1) Playing the full screen version of *Alone In The Dark* I get the impression that full screen on a UK 3DO just means smaller borders. What I want to know is can the PAL 3DO display a game calling itself fullscreen without any visible black border at all, as with PhotoCD and the visual effects generator option for audio CDs? Could games be written similar to Sega and Sony's solution of a full width display, with

borders limited to top and bottom?

The PAL 3DO system is engineered to

produce a fullscreen PAL display, however it is also capable of playing most NTSC titles without recoding. To save time, and also because of a relatively small PAL market, almost all official UK releases are simply repackaged NTSC software. Some early releases, such as *Madden* and *SFII*, did have considerable borders on NTSC which were made worse on PAL, but NTSC borders are now rare and the PAL problem consequently limited. (NTSC *Alone In The Dark* did have large borders, which is why Infogrames decided the PAL version should be recoded to ensure it was at least no worse than the NTSC game.)

2) Is there a hardware add-on that I could bolt to my PAL 3DO like the NTSC machine's RGB booster box to give me the same fullscreen games as enjoyed in other parts of the world. If there is nothing at present, is any device likely or possible or is some other solution planned for the future?

Sadly not.

3) Are games going to run fullscreen (no border at all) on M2 PAL units from hardware or is it again dependant on software companies? Either way, there

**"Can the PAL 3DO display a game calling itself fullscreen without any visible black border at all?" - A. Rowley**

The downright essential (not to say definitive) 3DO Magazine Gold. Fat, exhaustive, unreasonably pleasing to the eye and great value at just £3.99. Thanks for the opportunity for a plug, Tim Wardle.

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must be surplus speed on M2 that can be used offset the 17% difference between NTSC and PAL to allow full screen.

Starting from basics, the speed difference is due to the TV, not the console. To ensure the smooth co-ordination of all the various processors in a modern console, there's a crystal (like quartz) which provides a clock for everything to operate from. In NTSC machines, this crystal is in synch with the 60Hz framerate of NTSC TVs. While most games will not change the picture every cycle, they must be in synch with the 60Hz framerate or the picture will appear to roll. Europe's PAL TVs run at 50Hz and so PAL consoles have a 17% slower clock.

A largely separate issue is that an NTSC TV has 525 horizontal lines, while a PAL one has 625 lines. Pixel resolution has no real bearing on this, whether it's 640x480 or 320x240 only affects the number of pixels within an identically shaped NTSC screen – and all games are written for NTSC. A PAL console still has to fill the entire, 625 screen and the most efficient way of doing this is using a black letterbox frame. There are alternate, hardware-based solutions – which were investigated by 3DO's engineers before the FZ-1's European launch – but these were all judged too expensive to be worthwhile. The fact that M2 is more powerful than 3DO I has no real bearing on the fact the original machine will be NTSC and games are going to be developed primarily for the huge NTSC market. Developers slaving over costly software are unlikely to hold any 'surplus' power back for a PAL version, not when they could increase the framerate or do something else which makes the NTSC version more saleable.

4) Confusing specification quotes have appeared regarding the colour depth of M2 at 640x80 resolution, is it 16 or 24bit (16bit shows colour banding on rendered images). I also hear that M2 may use a quad-speed drive in its stand-alone unit. Surely this will interrupt the flow of an M2 game that streams data from the old M1 double-speed drive.

M2 is technically capable of 24bit at 640x480, however with 4 bytes per pixel this would burn up 1.2MB of RAM. To maintain a smooth update, however, most games double-buffer the screen which means you're using over half of M2's current 4MB SDRAM spec. For most games 16bit colour will

be a better choice: it looks great and uses half the RAM. As for quad-speed drives, this entire issue is closely related to DVD and it's not worth speculating until we've more firm information to work from. At this stage, quad-speed seems an extravagance unless it's DVD compatible.

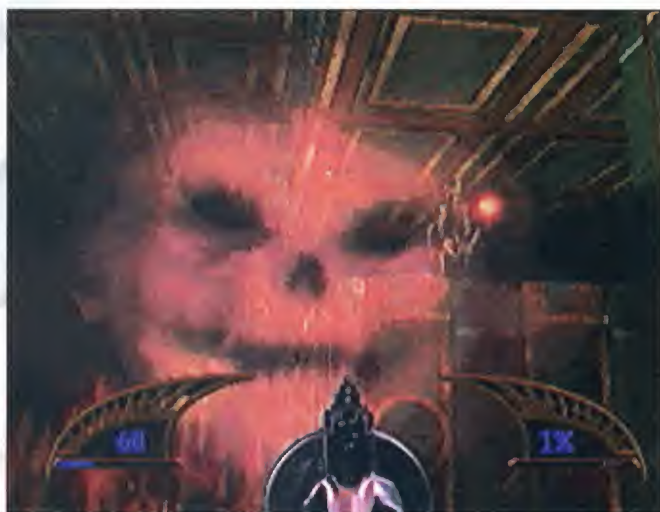
5) I also wonder why so many games use the low resolution mode as opposed to the 640x480 mode. Even the third generation games use this resolution which is annoying after seeing the early screenshots of *Killing Time* in gory high res and the latest ones in pixel-infested low res. The adverts also show photo quality screenshots which, from what I have seen so far, is not what we will get in game. I know M2's MIP mapping will resolve this, but what about the here and now?

The 3DO system's maximum resolution is in fact 320x240, however it includes custom hardware for sub-pixel anti-aliasing which allows it to imitate 768x576. This works by comparing adjacent pixels and inserting an averaged out pixel inbetween, smoothing out the jagged transitions which are the tell-tale signs of a low resolution display. The effect is difficult to reproduce on paper, our screenshots tend to slightly exaggerate any blockiness while The 3DO Company's workstation output does the reverse.

The PlayStation has a genuine 640x480 resolution, however with 16bits per pixel this means a single screen will use 600K. Most games double buffer the screen, which doubles the RAM requirement to 1,200K – 200K more than the PlayStation's Video RAM. Most graphically demanding PlayStation games will therefore run considerably below its maximum resolution. This is one reason why most 3DO conversions aren't significantly enhanced on PlayStation, as the machine lacks hardware-based sub-pixel anti-aliasing.

6) I would assume that PAL MPEG movies will run fullscreen on a PAL machine without borders, can you confirm this. Would an NTSC MPEG film also run full screen on a PAL 3DO? This depends on the exact specification of the MPEG chip.

7) I love the visual effects when playing audio CDs, although the supplied options are a bit limited. I know the 3DO resets when opened, but is there no way around this? I would happily buy a library or different effects like in Virgin's



The fabulous *Killing Time* from Studio 3DO. But is it high res or low res? Mr A. Rowley wants to know.

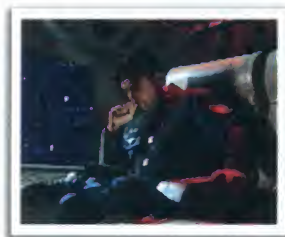
Digital Dreamware if it allowed me to use my own music CDs.

Sadly, the reset function is built into the hardware.

Finally, I know it might only seem to be a small problem but I think 3DO have seriously underestimated the impact of borders on the UK market. The present solution is very ugly and significantly lessens the visual impact of a game. The stated aim of 3DO is to achieve a game standard similar to that of VHS for video. What they seem to have overlooked is that VHS is not standard. You cannot play an NTSC film on a PAL video unless it and the TV is multi-standard. Nobody would buy a NTSC video if it meant watching a film with an inch black border all the way round, so why do they expect us to play games this way? The solution should be in the hardware, not the software.

A Rowley, Wolverhampton.

What do other readers think? While it's true VHS isn't universal, I'm not sure how good an example this is when NTSC tapes can appear a year before PAL versions. Sony and Sega operate a policy of deliberate incompatibility within markets, principally for distribution reasons, and games have to be recoded for PAL. This can easily take a month or more, involves substantial costs, and often doesn't happen for games considered unsuitable for Europe. Probably the best solution is not with the console makers, but TV manufacturers. Most Sony TVs and newer Panasonic ones can accept a 60Hz, NTSC signal. When multistandard TVs become common, then so too can multistandard 50/60Hz consoles. □ ssw



Darren Child from Chesterfield, Derbyshire, wrote in with a host of other *Wing III* fans to help Mr Hoadley from last months *Interactive*. After assuring us that he found the game "very easy", and completed it in two weeks, he writes: "The answer to Mr Hoadley's problem is simple: the Behemoth is meant to be destroyed, it is part of the story. No matter what you do, it will blow up so just carry on with the game. After all, if the Behemoth did not get destroyed all you would have to do is roll to Kilrah and pull the trigger – but it's never that simple is it?"

Don't worry! There is another way to send the Kilrathi to their doom!"

Thanks to Darren and everyone else who offered advice.

3DO Magazine

# Software Directory

The essential update to every review from 3DO Magazine issues one to seven



CH Products' 3DO FlightStick Pro uses analog technology, so that the further, and faster you move the stick, the faster the game response. It also includes an additional, 'hat' four-way switch which is often very useful for games with

lots of controls. The FlightStick is pricey, its RRP is £89.95, but check out small ads for special deals. Flight games, in particular, are transformed in feel and controllability with it.

The joystick will not work with games not coded for it, but most software houses support it now. Below is the current list of compatible games: *BladeForce*, *Flying Nightmares*, *Killing Time*, *MegaRace*, *Need For Speed*, *Operation JumpGate*, *PO'ed*, *Rebel Assault*, *Return Fire*, *Scramble Cobra*, *Shock Wave*, *Star Fighter*, *VR Stalker*, *Super Wing Commander*, *Wing Commander III*.

## 3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, simply excellent edutainment.

issue 2, Rating: ★★★★★

## ALONE IN THE DARK

Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure.

Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.

issue 1, Rating: ★★★★★

## ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen it up a bit.

issue 1, Rating: ★★★

## BALLZ

BMG, £39.99

While the fighters are made of just a few balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and totally hilarious.

issue 6, Rating: ★★★

## BATTLE CHESS

Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.

issue 1, Rating: ★★

## BATTLESPORT

Studio 3DO, £49.99

Quite simply one of the best two-player games ever. The splitscreen action is blisteringly fast, with

masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too.

issue 6, Rating: ★★★★★

## BLADE FORCE

Studio 3DO, £44.99

A bravura demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast-'em-up fans.

issue 7, Rating: ★★★★★

## BURNING SOLDIER

Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.

issue 1, Rating: ★★

## CANNON FODDER

Virgin, £44.99

The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: ★★★★★

## CAPTAIN QUAZAR

Studio 3DO, £49.99

An incredibly fun, cartoon-styled mega-blast. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.

issue 6, Rating: ★★★★★

## CRIME PATROL\*

American Laser Games

The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.

issue 3, Rating: ★★★★★

## D

Panasonic, £39.99

A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seen. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.

3DO Gold, Rating: ★★★

## DAEDALUS ENCOUNTER, THE

Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.

issue 5, Rating: ★★★★★

## DEMOLITION MAN\*

Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.

issue 2, Rating: ★★★★★

## DRAGON'S LAIR

Elite, £39.99

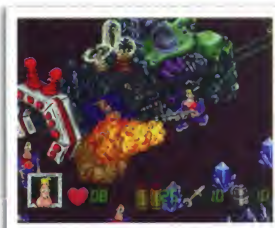
More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious.

issue 1, Rating: ★★

## DRUG WARS\*

American Laser Games, £44.99

The most lavishly produced ALG game yet with car crashes, exploding boats and even a runaway bus. Varied locations include a small



Captain Quazar, Studio 3DO



BattleSport, Studio 3DO

Southern town, Chicago and South America. The sense of humour is still going strong, but there's no new gameplay elements and the difficulty level is the fiercest yet.

issue 7, Rating: ★★★★★

#### ESCAPE FROM MONSTER MANOR

Electronic Arts, £39.99

Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospheric of a haunted house are there, but gameplay is rather ghostly.

issue 1, Rating: ★★

#### FAMILY FEUD

Gametek, £39.99

The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted*, *Station Invasion* and *Zhadrnost* this is a very small thing indeed.

issue 2, Rating: ★

#### FIFA INTERNATIONAL SOCCER

Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. A six-player mode is ideal party fun.

issue 1, Rating: ★★★★★

#### FLASHBACK

US Gold, £44.99

As with its *Another World* prequel, *Flashback's* highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D *Studio* cut sequences. The excellent platforming puzzles are as absorbing as ever.

issue 4, Rating: ★★

#### FLYING NIGHTMARES

Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Harrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a serious challenge, although the graphics are disappointing.

issue 5, Rating: ★★★★★

#### GEX

BMG, £46.95

The 3DO's *Sonic* or *Mario* with bells on, *Gex* redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by

Dana Gould make this fun even for those who thought they'd outgrown this tired genre.

issue 3, Rating: ★★★★★

#### GRIDDERS

The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 tortuous levels provide a big challenge that will seduce many puzzlers.

issue 1, rating: ★★

#### HELL

Gametek, £44.99

The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Grace Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.

issue 5, Rating: ★★

#### HORDE, THE

Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an irresistible package. In the game you play Chauncey, a young knight charged with protecting various villages against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!

issue 1, Rating: ★★★★★

#### ICEBREAKER

Panasonic, £39.99

Graphics are hardly stunning and scrolling is less than smooth, but this stylish blast-'em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique experience with plenty of challenge.

issue 6, Rating: ★★★★★

#### IMMERCENARY

Electronic Arts, £44.99

Despite an innovative visual style, this novel *Doom* variant fails to live up to its promise. The control interface is poor, while weapons are unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been something special – instead of a cult oddity.

issue 4, Rating: ★★

#### INCREDIBLE MACHINE, THE

Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly

rewarding package.

issue 2, Rating: ★★★★★

#### IRON ANGEL OF THE APOCALYPSE

Panasonic, £39.99

A bizarre, Japanese *Doom* variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game.

issue 2, Rating: ★★

#### JAMMIT

BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.

issue 2, Rating: ★★

#### JOHN MADDEN FOOTBALL

Electronic Arts, £39.99

Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, absolutely unmissable in two, this is an unbelievably impressive product.

issue 1, Rating: ★★★★★

#### KILLING TIME

Studio 3DO, £44.99

An inspired riff on the *Doom* genre which has you exploring a huge haunted house packed with all manner of zombies. The soundtrack is brilliant – genuinely spine tingling – while the graphics are unbelievably realistic. The framerate does suffer some slowdown, but imaginative puzzles and a far more realistic environment, allowing you to choose your own route through the house, more than makes up. Simply unmissable.

issue 7, Rating: ★★★★★

#### KINGDOM: THE FAR REACHES

Interplay, £39.99

An ancient Laserdisc title is unceremoniously resurrected for 3DO with little success. While the cartoony graphics and intriguing adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off.

issue 6, Rating: ★★

#### LOST EDEN

Virgin, £34.99

An imaginative, B-movie plot about dinosaurs and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not bad for the price.

issue 6, Rating: ★★

#### LOST FILES OF SHERLOCK

HOLMES, THE

Electronic Arts, £39.99

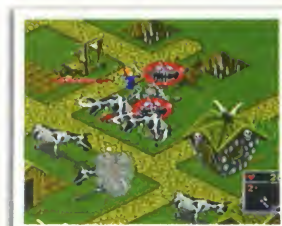
One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is dis-



FIFA International Soccer, EA



Gex, Crystal Dynamics



The Horde, Crystal Dynamics



John Madden Football, EA



The ALG GameGun is compatible with both NTSC and PAL systems, but only works with games which support it (indicated with 'A'). As yet, none of these games include the software necessary for the GameGun to work with a PAL TV. Unless you have an NTSC machine and a 60Hz TV, you will not be able to use a GameGun with them.

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continued > tinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.

issue 1, Rating: ★★



PO'ed, Studio 3DO

## MAD DOG MCCREE\*

American Laser Games, £44.99

While a big hit in the arcades, subsequent games have made the original appear rather small and linear – especially for home use.

issue 3, Rating: ★★

## MAD DOG MCCREE II: THE LOST GOLD\*

American Laser Games, £44.99

A huge leap over the original *Mad Dog* introducing a branching structure within a considerably bigger and, for its type, more sophisticated game. The Wild West scenario allows for plenty of laughs and it's all good fun.

issue 3, Rating: ★★



Puzzle Bobble, Panasonic

## MAZER

American Laser Games, TBA

A nice idea – *Gauntlet* with bigger, digitised sprites – but fatally flawed by appalling gameplay and minuscule levels. Depressingly poor.

issue 6, Rating: ★

## MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.

issue 1, Rating: ★★

## MYST

Panasonic, £39.99

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joy-pad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type there's little to touch this brainy masterpiece.

issue 3, Rating: ★★



The Need For Speed, EA

## NEED FOR SPEED, THE

Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the best games ever.

issue 1, Rating: ★★★★★

## NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girlies running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is very slick, but it matters little when gameplay is so dire.

issue 1, Rating: ★



Return Fire, Studio 3DO

## OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), fun in two.

issue 1, rating: ★★★★★

## OPERATION JUMP GATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★

## PANZER GENERAL

Mindscape, £39.99

This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland to an invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately for enthusiasts.

issue 6, Rating: ★★★★★

## PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.

issue 1, Rating: ★★

## PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!

Rating: ★★★★★

## PHOENIX 3

Studio 3DO, £44.99

A stylish FMV mini-movie runs throughout the game, providing the link between ultraviolent platforming action and intense 3D space combat. Both games are very professionally executed and the overall package is highly entertaining.

issue 7, Rating: ★★★★★

## PO'ED

Studio 3DO, £44.99

25 levels of *Doom*-style action, only instead of cramped corridors the action takes place in huge, open landscapes which you can fly around using a jetpack. The graphics are beautifully alien, combat is intense and the upgrade weapons are utterly awesome.

issue 7, Rating: ★★★★★

## POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of bizarre creatures, imaginative weapons and odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.

issue 1, Rating: ★★

## PSYCHIC DETECTIVE

Electronic Arts, £49.99

Imagine a noir, B-movie for late night TV revolving around a bizarre, psychic conspiracy with unexplicit, but still unsettling undertones of violence and dysfunctional sex. You play Eric Fox, the eponymous detective who can leap into other people's heads and observe what's happening from their perspective. This is a novel, highly ambitious adventure which uses 3 CDs worth of FMV in technically groundbreaking fashion. Recommended for adventurous adventurers.

issue 7, Rating: ★★★★★

## PUZZLE BOBBLE

Panasonic, £29.99

The hit Neo-Geo coin-op has been substantially enhanced for 3DO with more varied and challenging one-player modes. However, the main appeal of this colourful, *Tetris*-style game is still an unbelievably addictive two-player mode. Brilliant fun.

issue 7, Rating: ★★★★★

## QUARANTINE

Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the 'missed opportunity' category. Hopefully *Road Warrior* will improve things.

issue 4, Rating: ★★

## REAL PINBALL

Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle ruins playability.

issue 1, Rating: ★

## REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with *Star Wars* film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *StarBlade*, the limited colours and frequent blockiness of the imagery just isn't on.

issue 2, Rating: ★★

## RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses.

To do this you have a stock of tanks, helicopters, jeeps and APVs, all with unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.

issue 2, Rating: ★★★★★

#### RISE OF THE ROBOTS

Art Data Interactive, £44.99

Rise Of The Robots may be no match for Super Street Fighter 2 in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★

#### ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★★

#### SAMURAI SHODOWN

Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as SSFII, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.

issue 1, Rating: ★★★★★

#### SCRAMBLE COBRA

Panasonic, £39.95

Ten missions pit a single helicopter gunship against tanks, jets and even aircraft carriers. Graphics are subtle and effective, while gameplay is fun albeit overly easy on the lowest skill setting. It lacks the variety and challenge of Shock Wave, but is more tactically minded and has a neat surprise ending.

issue 6, Rating: ★★★★★

#### SEWER SHARK

Virgin, £39.99

With Blade Runner's FX whiz John Dykstra responsible for directing it, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is obviously quite limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

#### SHANGHAI TRIPLE THREAT

Activision, £39.99

Activision have enjoyed considerable success with their previous console Shanghai titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whilst confusing everyone else.

issue 2, Rating: ★★★

#### SHOCK WAVE

Electronic Arts, £39.99

This features some of the most impressive presentation around with a superbly realised War of the Worlds scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the Operation JumpGate mission disk is even tougher.

issue 1, Rating: ★★★

#### SLAM 'N JAM '95

Electronic Arts £49.99

Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright and plenty of play options and stats – this joins Striker and John Madden in the elite of sports simulations. The sort of mega-game that offers undeniable cross over appeal even to non-fans of the sport.

issue 4, Rating: ★★★★★

#### SLAYER

SSI/Lion Entertainment, £39.99

Well known on the PC for their Ravenloft series, SSI looks set to make a respectable name for themselves on the 3DO system too. Slayer uses a slick Doom-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of potions, puzzles and so forth to keep the tactically minded occupied.

issue 1, Rating: ★★★★★

#### SOCCER KID

Krisalis, £39.99

Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun.

issue 1, Rating: ★★★

#### SPACE HULK

Electronic Arts, £44.99

This takes an absolutely stunning, Doom-style per-

spective and combines it with an in-depth tactical combat sim and a superb, Warhammer 40,000 scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable.

issue 5, Rating: ★★★★★

#### STARBLADE

Panasonic, £49.99

This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.

issue 2, Rating: ★★★★★

#### STAR CONTROL II

Crystal Dynamics, £39.99

Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too, making this dated title well worth investigating.

issue 1, Rating: ★★★★★

#### STAR FIGHTER

Studio 3DO, £44.99

An utterly awesome 3D blast-'em-up cum futuristic combat sim. There are some 60 missions in all, a huge range of firepower including everything from homing missiles to a whip laser, a massive array of enemies including huge spacestations, aircraft carriers and space cruisers, plus wing men for multi-aircraft attacks. All this, in an amazing 3D environment where you can zoom from skimming over the waves right up to the stratosphere. One of the best games yet seen on the 3DO console.

issue 7, Rating: ★★★★★

#### STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant Twisted, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points. The whole thing is packaged with consummate skill, so much as to tempt older players even, and provides excellent fun.

issue 2, Rating: ★★★

#### STRIKER – WORLD CUP SPECIAL

Panasonic, £39.99

When EA's FIFA International Soccer was released in late '94 few thought it would be surpassed until M2 arrived. Yet while Striker's FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster



Road Rash, EA



Samurai Shodown, Crystal Dynamics



Slam 'n' Jam '95, Crystal Dynamics



Space Hulk, EA



Star Fighter, Studio 3DO



Striker, Panasonic

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continued > action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The bonus of an indoor arena for truly frenetic, referee free action adds immeasurably to an already marvellous package.  
issue 3, Rating: ★★★★★



**Super Street Fighter II X,**  
Panasonic



**Theme Park, EA**



**Wing Commander III, EA**

## **SUPER STREET FIGHTER II X** Panasonic, £60

Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisticated combat engine allowed for more moves, counter-moves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre – we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game available on the 3DO, providing more than enough entertainment for anyone. Superb fun.  
issue 1, Rating: ★★★★★

## **SUPER WING COMMANDER**

Electronic Arts, £39.99  
Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance is recommended.  
issue 1, Rating: ★★★★★

## **SUPREME WARRIOR**

Acclaim £44.99  
Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person perspective, it asks you to thwack a host of well-acted fighters into submission across numerous, lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights is tremendously impressive, but it all goes terribly wrong due to ineffectual moves and very sluggish controls.  
issue 4, Rating: ★★

## **SYNDICATE**

Electronic Arts, £49.99  
A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings

make this a genuine classic of software history well worth investigating.  
issue 4, Rating: ★★★★★

## **THEME PARK**

Electronic Arts, £34.99  
Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked – put an ice cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. Be warned, it requires plenty of save memory though!  
issue 1, Rating: ★★★★★

## **TOTAL ECLIPSE**

Crystal Dynamics, £39.99  
One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in **3DO Magazine Gold**.  
issue 1, Rating: ★★★★★

## **TRIP 'D**

Panasonic, £39.99  
While poor in conventional, *Tetris* mode this semi-clone is good fun in splitscreen, competitive mode against either the computer or (especially) another player.  
issue 6, Rating: ★★

## **TWISTED**

Electronic Arts, £39.99  
One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling stair case, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun. Check out *Zhadnost: The People's Party* if the type appeals.  
issue 1, Rating: ★★★★★

## **VIRTUOSO**

Elite, £44.99  
Originally designed as a vehicle for a digitised rock star, Elite ultimately failed to land a celebrity – or even any decent gameplay, come to that. The various levels have some neat ideas – snowmen being particularly cute villains – but it's all far too slow and desperately unexciting. Just about the worst *Doom* variant around and a terrible 3DO debut for Elite, who have much better things in the pipeline.  
issue 2, Rating: ★

## **VR STALKER**

BMG, £39.99  
This sits awkwardly between *Shock Wave* and

*Flying Nightmares*, lacking the stunning arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. On the positive side there's plenty of fast, frantic action and varied missions.  
issue 5, Rating: ★★

## **WAY OF THE WARRIOR**

Interplay, £39.99  
Whilst the extravagant, boldly digitised characters inspire excitement, play reveals a relatively weak *Mortal Kombat* done. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are quite extraordinary, but close quarter combat is very difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up so genre fans should check it out for themselves.  
issue 1, Rating: ★★

## **WING COMMANDER III**

Electronic Arts £44.99  
The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent texture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio – not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded story-line featuring Mark Hamill and Malcolm MacDowell.  
issue 4, Rating: ★★★★★

## **WOLFENSTEIN**

Interplay, £39.99  
While this *Doom* prequel now looks dated, the sheer speed and ferocity of the action provides some recompense. Gameplay is simplistic, but compulsive and includes the PC mission disk levels to double up the challenge and bashing Hitler and his chums is still good fun.  
issue 7, Rating: ★★

## **WORLD CUP GOLF**

US Gold, £39.99  
The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.  
issue 1, Rating: ★★★★★

## **ZHADNOST: THE PEOPLE'S PARTY**

Studio 3DO, £34.99  
A quiz game for 2-4 players, both your mates and the family will enjoy this with its imaginative mix of wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards and at the price, this is good value. □  
issue 5, Rating: ★★

**3DO Magazine**

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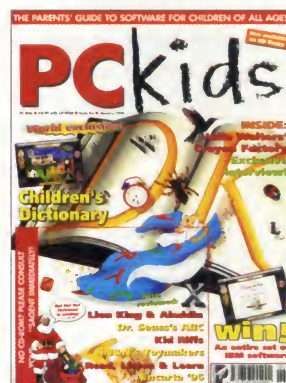
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# Coming Soon

There's something for everyone with these upcoming 32bit titles and M2 games...

## ACCLAIM

### Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Soon]

### Quarterback Attack With Mike Dikta

Another FMV spectacular putting you in the quarterback's helmet during a fast-moving game of American Football. [Soon]

### Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]



Madison High, ALG

## AMERICAN LASER GAMES

### Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

### Last Bounty Hunter, The

Apparently ALG's biggest production yet this you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [Imminent]

### Madison High

ALG's first title to be released for their new 'Her Interactive' division. [TBA]

### McKenzie & Co

Yet more rapid-fire action. [Soon]

### OrbAtak

An original, non-FMV game developed for the arcades using 3DO I technology. A home port should, therefore, be arcade perfect! [Early '96]

### Shootout At Old Tucson

Speaks for itself really! [Soon]



The Last Bounty Hunter, ALG



LoadStar, BMG



Wingnut, BMG

## ART DATA INTERACTIVE

### Chess Wars

A Battle Chess for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

### Doom II: Hell On Earth

Work has already begun on this much anticipated sequel. [Early '96]



Prowler, Electronic Arts

## BMG

### Loadstar

A stunning looking FMV blaster using similar technology to Novastorm. [Soon]

### Cadillacs & Dinosaurs

A conversion of the hit, cartoon-styled coin-op

set in 600 years in the future. [Soon.]

### Wingnut

A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

## ELECTRONIC ARTS

### Virtual Stadium: Professional Baseball

FIFA's Virtual Stadium technology is adapted for America's favourite sport. [TBA]

### NHL '96

The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as FIFA, it's likely to be completely awesome. [April]

### PGA Tour Golf

The 16bit version is just about the best around, so hopes are high for the 3DO version. [Imminent]

### Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from WCIII developers, Origin. [Spring]

### Shredfest

Developed by Road Rash's Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [Early '96]

### Wing Commander IV

Mark Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [Spring]

## ELITE

### OnSide

A comprehensive footie sim including a running commentary and management sim. [Imminent]

### Space Ace

Dragon Lair's more varied, slightly more playable arcade sequel comes to 3DO. [Imminent]

## ENTERTAINMENT INT.

### Braindead 13

Developed by Readysoft, the people behind Space Ace, this features more extraordinary FMV cartoon graphics. [Imminent]

## GOLDSTAR

### Defcon 5

A stunning looking space adventure strategy game with a very fast, very smooth Doom-

style graphics engine. [Imminent]

### Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

### Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

### Primal Rage

Time-Warner's hit arcade beat-'em-up features some impressively OTT characters. [Imminent]

## INFOGRAMS

### Alone In The Dark 3

The final installment. This time set in the Wild West (in a ghost town no less). [1996]

## INTERPLAY

### Caesar's World Of Gambling

The casino not the emperor plays host to games of chance. [November]

### Cyberia

A Silicon Graphic pre-rendered shoot-'em up in the StarBlade mould. Looks stunning. [Imminent]

### Clay Fighters II: Judgement Clay

A brilliantly quirky fighting game using the highly distinctive graphic technique, Claymation. An awesomely big release. [Imminent]

### Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [Imminent]

### Descent

A big hit on PC with a spaceship blasting its way through a Doom-style 3D landscape. [Imminent]

### Lost Vikings 2

The original was probably the best arcade-puzzler since Lemmings, so hopes are high for the sequel. [Imminent]

### Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [Imminent]

## JVC

### Deadly Skies

An Afterburner-style shoot-'em-up. [Winter]

### Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical Doom-style action. [Winter]

## MINDSCAPE

### Dragon Lore

A mythological adventure with stunning, pre-rendered graphics from Cryo. [Soon]

## PANASONIC

### BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Soon]

### C-Runner

An ambitious road racer with a variety of cars and tracks on offer. [Soon]

### Cyberdillo

A wacky send-up of the *Doom* craze with a cybernetic armadillo armed with a plunger as the hero! [Soon]

### Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Soon]

### Isis

A puzzle-packed, *Myst*-style adventure with more animation. [Soon]

### Mortal Kombat III

*MKII*'s hugely popular mix of gore, digitised graphics and sophisticated combat moves is uprated with a total of 14 characters, animal transformations and even more moves. Should be huge. [Early '96]

### Sword & Sorcery: Curse of Junin

A huge Japanese RPG currently being translated into English. [Spring]

### Tetsujin II

An extravagant multimedia package which stylishly merges various games in an all-action sci-fi scenario. [Spring]

## PONY CANYON

### F1GP

An officially endorsed, Japanese F1 racing sim. [TBA]

## RUNANDGUN!, INC

### Duellin' Fireman

A spectacular looking 50:50 mix of arcade

action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]

## STUDIO 3DO

### 3DO Baseball

Undaunted by EA's imminent, Virtual Stadium release 3DO are hard at work with their own 'Field Of Dreams' sim. [Early '96]

### 3DO Decathlon

Produced by the man responsible for Epyx's classic Games series, this is looking red-hot. Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

### Game Guru

A rather nifty gamebusting CD which comes with cheats for over 30 games, allows you to create your own cheats for new games and makes very clever use of your NVRAM. [Imminent]

### Golden Gate

An innovative, original adventure to uncover buried treasure. [February]

### SnowJob

Megababe Tracy Scoggins stars as your partner in this FMV battle against organised crime. An adult oriented title, it has all the elements of a movie: action, drama, adventure, violence, drugs and sex. [February]

## UNIVERSAL STUDIOS

### Disrupter 7

Mark Cerny, of *Sonic 2* and *Way Of The Warrior* fame, heads up this much anticipated mega-game. A sci-fi riff on *Doom*, it features incredible graphics moving amazingly fast. A Hollywood set-designer was used for futuristic level graphics and SGI rendered, buzzsaw wielding robots are no less convincing. 3DO

### Race Game

Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

## ELECTRONIC ARTS

### John Madden '96

Unconfirmed as yet, but regarded as almost certain.

### Road Rash

Work is rumoured to be well under way on this eagerly anticipated mega-game.

## INTERPLAY

### Descent

*Doom* with a spaceship rather than a shotgun armed psycho. It's likely to be significantly enhanced over the PC game.

### Clayfighter III

Likely to be one of the first M2 releases,

this should take beat-'em-up clay-mation action to new heights.

### Iron Blood.

This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

### VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2. Games so far announced include *American Football*, *Baseball*, *Golf* and *Soccer*.

## SPECTRUM HOLOBYTE

### Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Ultra64 and M2.

## STUDIO 3DO

### M2 Racing

A Formula One racer developed from

themselves rate this very, very highly and expect it to be a 'killer app'. [Early '96]

## US GOLD

### Johnny Bazooka Tone

A weird, side-scrolling platformer with extensive use of SGI workstations for 3D rendered sprites and backgrounds. The music is great! [Early '96]

### Olympic Basketball

America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

### Olympic Soccer

Silicon Dreams believes they can beat *FIFA Soccer* and their game engine is already very slick. [Early '96]

### Olympic Games: Track & Field I & II

Such is the importance – and cost! – of the Olympics licence there will be two multi-game sports releases. Once again, early reports are encouraging with a 3D fencing game earning raves from those who've seen it. [Early '96]

## VIRGIN

### Creature Shock

An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

### Heart Of Darkness

*Another World* for the 32-bit, 3DO dominated next generation, first impressions suggest an absolutely stunning looking game. [1996]

### 11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. The game is reputed to be an absolutely fantastic, CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate upon release. [TBA] □ ssw

## 3DO Magazine



OnSide, Elite



Golden Gate, Studio 3DO



SnowJob, Studio 3DO



D2, Warp

# M2

## AMERICAN LASER GAMES

### Shining Sword

A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D.

### 'Unknown Title'

ALG have gone on record to say they have another M2 game in development. Both projects could well make their debut in the arcades.

## ART DATA INTERACTIVE

### Alien Seed

A revolutionary new polygon intensive extravaganza being developed especially for M2.

## CRYSTAL DYNAMICS

the M2 racing demo.

### Dungeon Game

Doom-type arcade-adventure

### BattleSport 2

Cyclone are known to be very keen to do an M2 version of their 3DO I mega-hit.

### Return Fire 2

The two-player arcade-strategy game was such a huge hit, this is likely to be one of the first M2 games to appear.

### Starfighter 64

An M2 version of the superb futuristic flight sim is under consideration, although it could dropped in favour of a *Deathrace 2000*-style blast-'em-up race game.

## UNIVERSAL STUDIOS

### Disrupter 7

Although still unfinished, the 3DO I version is regarded as so awesome an M2 sequel is regarded as virtually

inevitable.

## WARP

### D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure.

## WILLIAMS

The *Mortal Kombat III* deal is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Williams is known to be working on a *Virtua Fighter*-type coin-op with *MK*-style fatalities. Called *War Gods*, it's entirely possible this could run on an arcade version of M2 – a highly cost-effective means for Williams to match Namco and Sega's experience with 3D hardware.

next issue

# 3DO 9



Next issue, *Space Hulk* fans will be keen to see the conclusion of our fabulous *Space Hulk Players Guide*... review wise, there'll be *Defcon 5*, *Primal Rage*, *BC Racers* (!), *The Last Bounty Hunter*, *The Perfect General*, *PGA Golf*, *M2* updates, and all the regular bits and bobs that make *3DO Magazine* such an essential treat. All this and more, on the **29th of February**.

(Oh yeah, and some guy called  
**Johnny Bazooka**?...)

3DO  
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# 3DO

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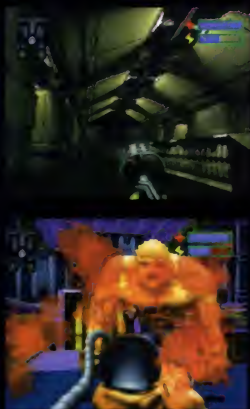
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